

SHIN MEGAMI TENSEI

真·女神転生

THE OFFICIAL STRATEGY GUIDE



ATLUS







Oh, you look like such a nice boy!

And I was thinking you'd be scary. What a nice surprise!

Such a cute little impish grin! Welcome to my shop!

You're welcome here anytime, young man.

I'm still getting it all sorted out...

See anything you want? Please buy a lot!

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Shin Megami Tensei - Nocturne - The Official Strategy Guide

Part

1

SYSTEM GUIDE



Here, well discuss what you need to know about the game systems of *Shin Megami Tensei:Nocturne*. Lets start at the beginning.

A Little Explanation

CHANGES FROM THE ORIGINAL JAPANESE RELEASE

After Shin Megami Tensei III: Nocturne was released in Japan, Atlus felt that players would enjoy an upgrade to the game, so they later released a "deluxe" version of the game in Japan entitled Shin Megami Tensei III: Nocturne "Maniacs Edition." The Maniacs Edition is the version that has been released here in North America, entitled, simply, Shin Megami Tensei: Nocturne. We felt it worthwhile to note what changes were made to the original game, purely for curiosity's sake. Most of the changes can be quickly seen if you look over to the right, but there are a few changes which are especially notable.

First, there is a new dungeon: the Labyrinth of Amala. Also, quite a few new demons have been added. All the new monsters are called Fiends. If youve been playing through the import versions of the first games, youll recognize and appreciate them. Out of all the Fiends introduced, the one called Dante is special. This character is from Capcoms Devil May Cry series (see p380). Due to a special collaboration between Atlus and Capcom, youll get to control Dante in a role-playing game for the first time.

Besides the above, there are a few other changes worth noting. We have explained these in detail on the next page.

Changes at a glance

New opening movie.

A new skill (Pierce).

New demons (Fiends and others).

New dungeon and scenario additions (Labyrinth of Amala and others).

The games difficulty is selectable from the start (see next page).

New and changed features on the second playthrough (see next page).

Adjusted game balance.

Game balance adjustments

Lower probability of an enemys preemptive attack.

Critical hit rate for back attacks reduced (previously guaranteed).

Instant-death hit rate lowered.

Hit rate lowered for skills that reduce your HP to 1.

Ailment probability lowered.

Escape Success Rate is higher in the daytime.

During PANIC, Macca scattering is lowered.

Some protagonist-exclusive skills have

increased accuracy.



In the original game, there were some demons that couldnt become allies, but now they can!

SETTING YOUR GAME DIFFICULTY

When you start a new game, its possible to select your difficulty. If you select NORMAL, the game balance will be adjusted according to the figures in the "Game Balance Adjustments" sidebar on p6, but if you select HARD, youll enjoy the stricter conditions listed on the right.

Why not try a harder difficulty for your second playthrough?

What's changed in HARD mode

The enemies damage increases.

Instant-kill techniques get a % increase.

Running from battle is nearly impossible without using skills/

Everything in the Junk Shop costs 3x more.

When you move while poisoned, you take 3x damage.

Damage areas and trap boxes cause 3x damage.

CHANGES THE SECOND TIME AROUND AND BEYOND

Your second time through the game, there will be a few changes, reflecting the way you played through the first time (assuming you've got the "Original Game Start File" on your memory card). These changes are listed to the right. The first two items were present in the original game, but the rest are new additions. Theres no longer an inherent difficulty increase, as was the case in the original, but the difficulty is still adjustable, so you can now make the second playthrough harder, if you wish.

Changes for the 2nd play

You can change between 1st-person and 3rd-person views with the select button.

You keep data from the previous play in the Demonic Compendium.

The demon fusions in the Demonic Compendium have their level restrictions removed (you can have an allied demon of higher level than the protagonist).

At the Burial Chambers: If you get the high scores (your score continues from the first play) youll see a special event (see p21).

When you start, you can choose your protagonists appearance: Clothing gets you Ma +2 and Ag +1. With the hooded jacket, you get St +2 and Vi +1.





Here, the essentials for gameplay will be explained to you. You probably know a lot of this already, but it doesn't hurt to review.

Basic System

THE FLOW OF GAMEPLAY

The flow of *Shin Megami Tensei* is like an orthodox RPG. You search on a map, encounter and resolve events here and there, and fight enemies to build your levels. Lather, rinse, and repeat. It's the same for most any RPG out there, but if you look more closely, youll see the many unique points of the *MegaTen* series.



You may find yourself stuck at times. Lets figure out what we need to do to proceed.

EXPLORATION

We call this Exploration, but its really the standard run around on the map, investigate things, and gather information deal. The places you control the protagonist at are the 2D fields and the 3D dungeons. Theres not really much difference in your movement abilities between them.

While you're gathering the information you need, you can speak to people, NPC demons (different from those you encounter in battle), and characters called Manikins by walking up to them and pressing the X button. Youll hear all kinds of things... useful hints, story exposition, crazy gossip, complete nonsense and important facts you'll need to complete the game.

Usually the chatter isnt terribly important, but youll sometimes find the information you need mixed in amongst all the random babble. A few characters will almost always have useful things to say, so as you get further into the game, dont forget them.

You can also investigate things, turn on machines, and open doors with the X button. Youll need to do this to get through some areas, so be sure to check out anything that looks suspicious... Its particularly easy to miss switches in walls, so keep those eyes peeled!



When you want to get into a 3D dungeon from a 2D field, all it takes is a tap on the X button. The X button is your best friend.



Try searching in places where there doesn't appear to be anything, as well. Surprises abound!

EVENTS

The events were talking about take place automatically when you perform a specific set of actions. These are things like the opening bit in Yoyogi Park and your first meeting with the holy being. These events offer important information and can have a strong influence on the flow of the game. There are also optional events that you can do to enjoy the depth of the game and story.



Theres a lot of interesting stuff you may miss out on if you dont do specific things. Please consult the Event Guide (p356) and the 3D Dungeon Information (p110) for more details.

BATTLE

While youre running around the map, youre bound to encounter enemies. Youll need some specialized tactics to use Nocturnes new Press Turn battle system to its fullest. This is all explained in further detail on p26. You must fight battles in order to proceed. If you lose, its GAME OVER! Its very important to understand how battles work.



You can run away, of course, but you need to fight to gain EXP.



CONVERSATION

The conversation were talking about here isnt the running around and talking to people we described earlier. This is the ability to talk to enemy demons during battle, and gain items, money, and allied demons in the process. This has always been a unique aspect of the MegaTen series. You should learn this system well to maximize your enjoyment of the game. Please refer to p52 for more details.



The demons you encounter have many different conversation patterns. Some can be a lot of fun!



FUSION

Along with the Conversation system, the Fusion system is the core of the MegaTen games (see p62).

You can combine demons youve recruited to create new, stronger demons. This part of the game can prove to be very time-consuming. Its a very fun system, and the time you put into it can be rewarding in the end.



Although its a strict and complex system, its still possible to play with different combinations.

FIELDS AND DUNGEONS

As weve mentioned before, the places where youll go on your exploration romps are the 2D fields and the 3D dungeons. Please note that in some 3D dungeons, youll have a fixed camera (see the picture on the right). While the view and specific goal in each area differs, the means of achieving it remain largely the same. Youll do the usual: run around, get information, see events, fight enemies, and so forth. Now, lets explain what's on the field screen.



The view in this 3D dungeon is fixed. Since you cant change the camera, you might miss some things lurking in the shadows if you arent careful.

THE FIELD SCREEN

To the right, youll see a screenshot of both the 2D field and 3D dungeon. The 3D dungeons feature your protagonist in all his realtime, polygonal glory, while things in the 2D field are simplified -- your protagonist is represented by a little pyramid shape. However, youll find several similar elements in both screens. For a detailed explanation, check below.

Now, taking into consideration that your point of view is different while youre exploring on the 2D field, you can see that the places you can investigate and enter are marked with a red color.

Explanation of the field screen elements

Magutsuchi

The current phase of the moon. Please check p12 for more details.

Place name

Indicator of the space youre currently in. Youll see the name of the area on the field map; while in a dungeon, youll see both the floor youre on and the dungeon name. If you come across a place where youre able to enter a new area, youll see a yellow indicator. Press X to investigate.

3 Enemy Appearance Gauge

This gauge shows the frequency of enemy encounters. If its a blue color, you want be encountering any enemies. Yellow, orange, and red denote increases in the likelihood of a possible enemy encounter. If youre running around with a red indicator, your chances of an enemy encounter increase dramatically with every step! Once you encounter an enemy, the indicator color resets.

4 Current field location

This indicator is only available in the field sequences. It shows you where you currently are in the Vortex World. Make good use of it.

2D FIELD

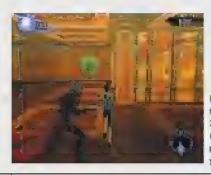


3D DUNGEON

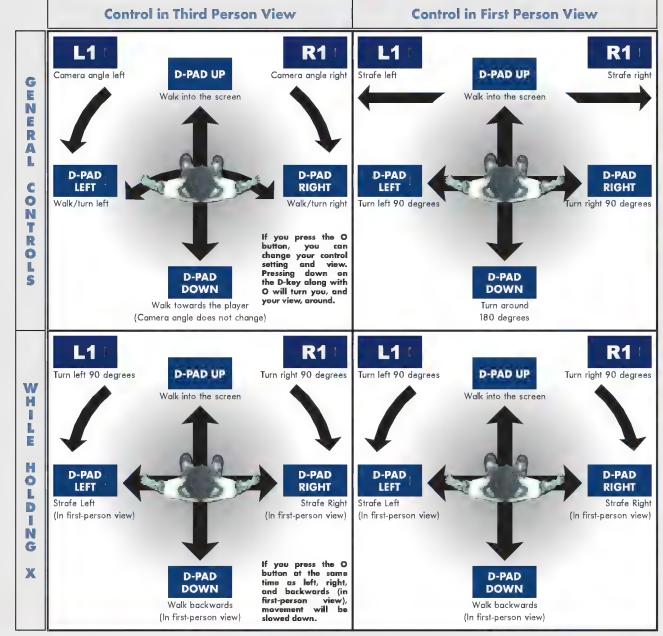


MOVING ABOUT ON THE MAP

Getting around the 3D dungeons is a little bit more complex than moving your cursor around on the 2D fields. Youll mostly be using the D-pad and/or left analog stick and the L1/R1 buttons, but you can change settings by using the O button. See what sort of setting you like. Itll make exploration that much more intuitive.



If youre not used to the control scheme, the 3rd Kalpa chase event (p184) could prove to be problematic. Make sure you learn it well.



en Basic

ALL KINDS OF EVENTS

The various kinds of events were mentioned on p9, but should be explained in just a little bit more detail. We talked about two types of events (required and optional), but there are two more subcategories of event types. First of all, there are the fixed location events. If you want to see these, be sure to look around in every nook and cranny you can. The problem is figuring out where exactly these take place — but if you gather and remember information, you should be OK. The other type are events that must be triggered by talking to people and learning specific facts. You can get yourself stuck if you dont find these scenarios, so be sure to talk to everyone.



The event in Shinjuku Medical Center where you get the ID Card is the latter type. If you get stuck, check everywhere for info!

ABOUT KAGUTSUCHI

Kagutsuchi is the great silver moon inside the Vortex World. As it goes through its phases, it affects the world in various ways. The immediate effects extend far and wide, influencing battle as well as what items you may receive. If you know what effects the moonlight will have, you can use it to your advantage.

The moon goes through 16 phases. It starts at NEW, then goes through 8 phases to FULL. (The 4th stage is HALF.) The amount of moonlight increases with each increment until it maxes out at FULL. Then, it gradually goes back down to NEW (8 more phases). The cycle restarts from there. In the 3D dungeons, the moon usually advances one phase every five seconds. On the 2D field it will advance every second. Thus, if you want to get the moon to a certain phase, its easier on the 2D field. Since the moons influence is so great, youll profit greatly if you use it to your benefit.

Moon Phase Basics

Running: Its harder to escape from battle during a FULL moon.

Conversation Results: Under a FULL moon, normal conversation is impossible.

Mystical Chests (p22): As the moon changes, so do the contents.

Events: Some events only take place during a FULL moon. Skills: Affects skills whose effectiveness are fied to the moon phase.

Demon Fusion: Some fusions are only possible under specific phases of the moon.

Battles: During the battle with Ongyo-Ki (p203), you will be able to tell which is the true form by the shadow he casts. In 3D Dungeons: The "12 Meters of Eternity" (p187) warp destination changes in accordance with the moon phase.



If you enter boss battles during the right moon phase, skills whose strength is tied to the moon will prove to be much more valuable. Within the game, youll encounter questions regarding the creation of a new world. These are called Reason. Your answers to these Reason Questions affect the way your protagonist develops, and, subsequently, the outcome of the games ending. Below, well explain the different types of Reason youll encounter. If youre trying to pursue a specific course, consult this list.



Yaull encounter Reason questions in battle, too --not just in events and on the field. Think before you speak!

YOSUGA, SURVIVAL OF THE FITTEST

Yosuga is originally the creation ideal of Ikebukuros Gozu-Tennoh, who leads the Mantra. It is later adopted by Chiaki. The Yosuga world thrives on pure Darwinian logic: the strong survive and the weak are weeded out. The only justice lies in strength, and

to prove your strength, you must risk your life in mortal combat. Example: if youre asked Do weak people exist only to die? and say Yes, you are living Yosuga. Its an extreme philosophy, but its based in natural principles.

SHIJIMA, THE VALUE OF ORDER

This is the creed of Hikawas Assembly of Nihilo, which he leads after the Conception. It rejects all chaos and disorder, replacing it with strict organization. It may seem like a direct and honest way of thinking, but it considers human emotion to be an unnecessary hindrance, and does not recognize the necessity of

change. If you were asked Theres no value in hard work, right? and agreed, youd belong to Shijima. (Since the Shijima philosophy exists within a strictly hierarchical society, working hard would be futile.)

MUSUBI, HYPER-INDIVIDUALISTIC THOUGHT

This is the creation ideal adopted by Isamu, who took refuge in the Amala Network when he was swallowed by the chaos of the Vortex World. It is to choose a world where you can (and must) live by trusting only yourself and rejecting others. If someone

were to ask you Are other people basically evil? and you said Yes, youre a Musubi kind of guy. In a Musubi world, selfishness like this isnt selfish; theres no one else around for it to bother.

NEUTRAL, CHAOS, DESTRUCTION

If youre not inclined towards the ideologies mentioned above, you are able to follow one of these other paths. They are unrelated to the Reason Questions.

For example, you might want to cooperate with

Yuko Takao and share her dream of a free world, or not cooperate with anyone and go off on your own. There are many different ways to go. In any case, your fate is determined by your words and actions, and yours alone.

COMMAND MENU SCREEN

Here, we will explain the command menu screen that appears when the square button is pressed during the map sequences. (It cannot be opened during event scenes or battle.) Here you can do all sorts of things: check on the status of your demons, heal wounded allies, change the protagonists Magatama, change the game settings, or even load a previously saved game. Youll be using this screen a lot, so we want to make sure you know it inside out.



●Explanation of each item

1 Command Menu

Your choices are: Item, Skill, Party, Magatama, Status, Config, and Load. Well get in-depth with all these commands later.

Party List

Here you can see the current HP, MP and levels of your protagonist and party members. The protagonist is listed first, followed by 2-3 other party members. From the 5th slot onwards, you will see the demons you have outside your active party (in reserve). If a character is dead or affected with an Ailment, you will see it denoted with an icon to the left of the characters name.

Money

The amount of money you are currently holding. The maximum amount allowed is 9,999,999 macca.

Explanation of each command

ltem

This command allows you to do various things with the items you currently possess. After selecting 'Item," you can choose to Use, Discard, Gems and SP Items.

Use - Youll see a list of items you can use in this location highlighted in white (see p30). Press the X button to use the item. You can hold up to 99 of a single item.

Discard - It is possible to throw away items you possess. In fact, you may have to do this if you find you are unable to carry any more. To throw an item away, select this command, highlight the item to be discarded, and press the X button.

Gems - Look at the gems you have obtained. At Rag's Jewelry (p21), you can exchange these gems for valuable items and spirits. SP Items - Look at the important items you have received. These items are different from gems, as they are one-of-a-kind and cannot be used or sold under normal circumstances. These items are used in events and are often necessary to clear the game (an exception is the Deathstone item. You can hold multiples of this, as it is used for fusions involving Fiend class demons).

Skill

This command lets you use the various skills of your protagonist and your demons. You choose a character, and then select the skill you want to use from a list of learned skills (usable skills will be denoted by white text). But, if a character is dead or afflicted with MUTE status, you will be unable to use skills.

Party

With this command, you can take party members from or put them into your stock of demons (Summon and Return commands). You can also dump a demon from your stock using the Part With command. You cant use the Summon command if there are 3 demons already in your party — you will have to return one to stock first.

Magatama

This command lets you equip the Magatama that determine the protagonists abilities. When you select this option, you will be taken to the Magatama equip screen. Please see p17 for more information.

Status

Here you can see the status and general well-being of your protagonist and demons. After selecting this, you choose the character whose status you want to look at in detail. For more information on the status screen, see the following page.

Confid

You can adjust all sorts of game settings here. You can set the analog controllers vibration, battle cursor memory, and AUTO settings. You cant change these settings in battle, so make sure they are to your liking ahead of time.

Load

This allows you to load previously saved data from the memory card. If you screw something up and cant do anything to fix it (oopsies), this allows you to get back to where you last saved the game faster than using the reset button. How convenient!

STATUS SCREEN

If you choose the "Status" option on the command screen, this is what you'll get. You can see your party members' stats, learned skills, and experience needed to gain a level. You can also assemble the demons who will participate in battle -- a crucial step to victory. By pressing up or down, you can highlight a demon whose stats you wish to check, as well as specify those who you wish to change out or in.



Explanation of each item

Race

The current race the demon (or possibly the protagonist) belongs to. In the case of the protagonist, race is determined by the Magatama he has used and drawn power from (see p48). For demons, this can go beyond simple classification — you can draw informed conclusions about their special abilities. For example, a Brute has a high Vitality (VI) and excels at physical combat. Phantoms excel in Magic (Ma) and their Magic Attacks (skills) are strong.

Name

The character's name. If it's the protagonist, you'll see your chosen name. If it's a demon, you'll see its demon name listed.

3 Level

The character's current level. The maximum level that can be displayed is 99. However, it is possible to go above Level 99 in practice. Your maximum HP and MP will rise along with your stats. When your protagonist levels up, he can learn new skills (see p46).

4 Experience needed

The amount of experience you need to advance to the next level. The protagonist and demons level up at different rates. You can both be on the same level, but giving your demons the most experience possible is important. Also, many demons will be low level when they start up. It's necessary to build up their strength.

6 HP

The chosen character's current HP (on the left) and maximum HP (on the right). When you gain a level, if your Vitality stat is high, your HP maximum will grow at a large rate. Obviously, if your HP falls to 0, you're dead. Also, if your HP is low, you can't use any skills that require the use of more HP than your currently have. Keep your HP as high as possible using healing facilities as well as skills and items.

6 MP

The chosen character's current MP (on the left) and max MP (on the right). If your Magic stat is high when you gain a level, your MP max will grow at a large rate. MP is consumed while using many skills. If you want to restore MP, you will need to use MP recovery items.

Statistics (Stats)

The values of 5 sets of stats for each character. These are denoted by a numerical value (max 40). Let's make with the details:

Strength (St) - This determines how much damage you will deal with physical attacks. Also, there are some doors that open only if you have a certain value for this stat (though you won't be notified through any messages). In the Labyrinth of Amala Warp Zones (see p244), this stat determines whether or not you'll be able to break certain objects.

Magic (Ma) - Skills that use MP to cause damage will be stronger and MP max will increase at higher rates with a high Magic stat.

Vitality (Vi) - If the value for this is high, the damage you take will be reduced. Youll also gain more HP when you level up.

Agility (Ag) - This stat affects many things: preemptive attack rates, the order of turns in battle, ability to evade enemy attacks, and the accuracy of your own offensive strikes and skills. In the Warp Zones at the Labyrinth of Amala, this stat determines how fast you will travel.

Luck (Lu) - The higher this value is, the more advantages you'll have in many situations. Examples: running away from battle, preemptive and back attack rates, the hit rates of you and the enemy, critical hit rates, success of conversations with demons, etc. It doesn't affect everything, though.

8 Defenses

The character's strong and weak points. Fixed for demons, but can be changed through Magatama for the protagonist (see p17).

Learned skills

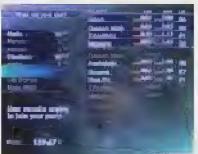
The current learned skills of the character. You can have up to 8 at one time.

Skills being learned

If a character will learn a new skill upon level up, you will see it written here in grey text. But, if you are going to be learning more than one new skill, remember that the maximum displayed here is 1. The others will be displayed as ?

SKILLS USE SCREEN

If you choose Skill from the command menu (p4), you can use various skills that you have acquired. Select the character who is using the skill with the D-pad, and you will see a list of all the skills they possess (see the picture to the right). The skills you can use (along with their MP cost) will be shown in white. Choose the skill you want to use, and, if necessary, which character to use it on. The effects of the skill will be shown in a dialog box below, so its not necessary to use a skill just to see what it does.



Even if the skill isnt usable here, you can still check its explanation.

TYPES OF SKILLS

We talked about specifically usable skills above, but not all the skills you have can be used from the command menu. The skills you can use here are Healing, Cure, Revival and Special skills. Well give a brief explanation of these skills below.

Healing Skills

These skills recover HP, and either work on a single character, or heal the entire party at once. If you have some demons in your current party that havent taken damage, but there are injured demons in your stock, its best to exchange them before you use an all-party recovery skill.

Cure/Revival Skills

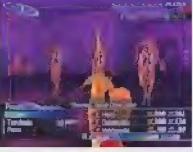
These skills cure abnormal status and revive fallen demons. If you have no such conditions that need curing, you want be able to use these skills, even if they appear in white.

Special Skills

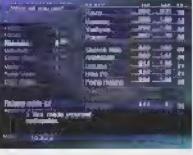
This class includes Estoma and Riberama, which affect the rate at which you encounter enemies; Lightoma, which provides light to see by; and Liftoma, a skill which protects you from damage zones. These skills are used to aid you when you are exploring dungeons. (If you try and use Lightoma anywhere outside a darkened area, youll get a message saying you cant use the skill there.)



Even among recovery skills, there are a couple that can only be used in battle.



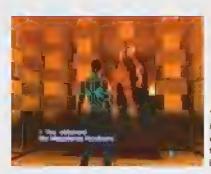
Status afflictions such as STUN,POISON, and MUTE stick around after a battle. Its best to use items and skills together to cure those.



Estoma and Riberama have opposite effects. If you mistakenly use the wrong one, simply cast the other and youll be OK.

ASSIGNING MAGATAMA

We touched upon the Magatama briefly on p14, but now, lets go into detail. Equipping Magatama results in stat bonuses, as well as improved affinity defenses (see p33 for more info). While the affinities of your demons are basically fixed, the protagonist can change his own at will through the Magatama. Also, Magatama can allow you to learn new skills as you gain levels (see p47). To get the most out of your Magatama, change them often, as the situation demands.



Youll need to obtain Magatama before you can equip them! You can win them from boss battles or buy them at shops.

MAGATAMA EQUIP SCREEN

When you choose Magatama from the command menu, the right side of the screen will change to show your Magatama equipment. Here you can view all your Magatama, assess their abilities, and equip them upon your protagonist. (Please see below for further explanation of how to read the screen.) By equipping Magatama, youll get the benefits we spoke about above -- but the most important part is definitely the affinity defenses youll gain. Its no exaggeration to say that your choice of Magatama can be the difference between life and death!



Explanation of each item

1 Your Magatama

Here, all your Magatama are listed and displayed. The explanation of their abilities is in a different part of the screen. Details are as follows:

Sparkling and shaking -- This indicates that when you gain a level with this Magatama equipped, you will learn a new skill.

Smaller, shaking -- You will learn a new skill in about 2-4 levels with this Magatama equipped.

Standing still -- You will need to gain at least 5 levels with this Magatama equipped before you can learn any new skills.

Glowing with a bluish-white light -- You have learned all the skills that are available from this Magatama. This is called Mastery. The Magatama you have mastered determines what race your protagonist belongs to.

Red-framed Magatama -- Your current equipment.

Magatama Name

The name of the Magatama you have highlighted with your cursor.

3 Stat Bonus

This shows the stat bonuses that would be awarded if you equip the highlighted Magatama.

Magatama summary/affinity defenses

This shows the skills you can learn and the changes to your affinity defenses that will come about if you equip the highlighted Magatama. There are very slight differences between these and the affinities of demons -- please look to p351 for more info.

PLACES TO VISIT AND SIGHTS TO SEE

In order to survive in the dog-eat-dog world of the Vortex, youre going to need all the help you can get. Here, well explain some of the places, facilities, and oddities youll come across in your dungeon exploration.

To know thy enemy is to know thyself. Such is the way of the Vortex. The more you know, the more capable you are of surviving in this harsh new reality.



Youll encounter some characters in the game that will outline information for you. If you have read this, though, they probably wont be too useful...

MESSENGERS



The characters standing (and possibly floating) around the 2D fields and 3D dungeons can be spoken to. We call them messengers. As explained on p8, there are three types: Manikins, Souls, and NPC demons. Youll always find them milling about the same places of the dungeons. They engage in conversations that advance the story, and also can appear and disappear abruptly. Make sure you always listen to what they have to say!

Occasionally youll run into a demon who will demand Macca upfront for info. Youll also have some conversations where youll be asked to give a response, but most of these arent a problem. Be careful, though; some will reply by starting a fight, and others will ask important Reason" Questions.

USING THE TERMINALS



Through the power of the Amala Network, the protagonist is able to record his actions. You can use also these rooms to warp to any other terminal which you have previously visited.

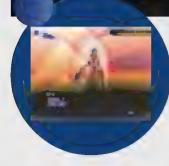
There are two types of terminal: the Main Terminal and the S-Terminal. Their usage varies slightly. You can save in both terminals, but the S-Terminal can only take you one way. All the dungeons and areas with S-Terminals also have Main Terminals. If you havent visited the Main Terminal in a particular area and you visit the S-Terminal, you wont be able to use it to teleport.

Also, you will sometimes find Hijiri

in the terminal. In addition to the Save and Amala Link commands, youll also be able to have a conversation. Oftentimes this will serve to advance the game. If you find yourself stuck, its a good idea to check the terminals.

The terminals in two places in Shinjuku Medical Center cannot be used to teleport at first, but after the Amala Network teleport event in Shibuya, the terminal in Medical Center B1F will become a Main Terminal, and the one in Annex 1F will become a S-Terminal.

HEAL SPOT

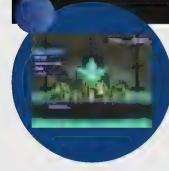


These only appear in the first dungeon (the Shinjuku Medical Center) and the 3 Amala Networks.

It just looks like a room with a person in it, but if you talk to this person, you and your demons will have your HP and MP fully restored for free. Also, any Ailments will be cured, and fallen comrades will recover.

After you have teleported from the Shinjuku Medical Center to Amala Network and visited a Fountain of Life, these rooms will be closed off. Also, after you clear the Amala Network dungeons, you cannot re-enter these rooms.

FOUNTAIN OF LIFE



Youll probably first run into one of these pay facilities in Yoyogi Park. The veiled Lady of the Fount will heal you to full HP and MP, cure abnormal statuses, and revive all of your companions. Also, if your ingested Magatama is cursed (and you are suffering from CURSE status as a result), you can receive treatment here. The cost is shown on the chart to your left.

Fountain Price Chart

Type of treatment	Cost
HP recovery	1HP = 1t̄t̄
MP recovery	$1MP = 2.5\hbar$
Raise from DEAD	400ħ
Return to normal status	100ħ
Curse removal	400ħ

DR. DARK



Youll only find these recovery spots in the Labyrinth of Amala. Dr. Dark demands an absurd amount of cash. He doesn't charge based on treatment. Instead, his price varies depending on what point in the game youre at. Since the Fountain charges a flat rate, this method may actually prove to be cheaper at the beginning. For example, towards the beginning of your visit to the Labyrinth of Amala, if more than five of your demons have perished, its much cheaper to pay Dr. Darks fee. Since theres not much else available for healing in the Labyrinth of Amala, youre going to wind up going here whether you want to or not...

Dr. Dark's Visitation Fees

Game Progress	Cost	
Beginning	2000ħ	
After arrival at Asakusa	5000ħ	
After prophecy by Futomimi*	10000t	
After you clear Mifunashiro	15000ħ	
After appearance of Kagutsuchi Tower	20000ħ	

^{*}Prediction of Sakahagi in Yoyogi Park.

JUNK SHOP



Various shops are scattered throughout the Vortex World. Here, at these Junk Shops, you can buy and sell various items, including Magatama.

In every shop you find after you visit the one in downtown Ginza, youll get

a Lucky Ticket (see p347) as a gift if you buy at least 1000 Macca worth of goods. You can also use the Talk command at some shops to receive a special item.

SHADY BROKER



This special shop only appears when you enter the Labyrinth of Amala. The Shady Broker doesnt give you much information at first, so you should show him some cold, hard cash.

Once youve bribed him, hell loosen up and sell you something based on the amount you paid. He deals in demons, and not just any demons; you can

purchase demons here with skills that cant be found anywhere else. You can then use them in battle, or as parts for a demon fusion.

You can only buy one demon from the broker, however, so make sure its a good one! With this in mind, use your new demon wisely.

THE CATHEDRAL OF SHADOWS



Its here that youll learn how to combine your demons. This place exists everywhere within the Vortex World.

When you visit the Cathedral, you can fuse and create all kinds of new demons, as well as register, store, and retrieve demons in your Demonic Compendium... for a price. Note that if you use the Listen command here, youll learn a lot about possible combinations.

At the start of the game, in

Shibuya, youll only be able to perform a limited amount of combinations, and you cant use the Demonic Compendium. To learn how to use more commands and combinations, youll need to make your way further into the game and see certain events at the Cathedral. The timing of these events is explained below.

The second time you play through the game, youll have all of the commands available from the beginning.

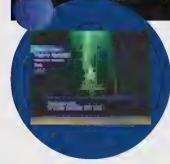
The Cathedral of Shadows also functions as a storehouse of special items. As your protagonist becomes stronger and he collects various objects, he can go back to the Cathedral to seek approval from the caretaker. Once youve gotten that, youll get special items. Try collecting all twenty-four types of Magatama, then return to the Cathedral. There may be a surprise waiting for you...

Cathedral of Shadows Event List

Event	Location
First time out	Shibuya
Sacrificial Fusion Explanation	Ginza
Demonic Compensium Guige Expanation	lkebukuro
Curse Combination Explanation	Enter the Cathedral of Shadows with CURSE status
Fiend Combination Explanation	Enter after obtaining the Deathstone

^{*}You need to see the Socrificial Fusion and Demonic Compendium Guide events to use those functions, unless youre on your second playthrough.

RAG'S JEWELRY



In the Vortex World, there is a special establishment that exists only in Ginza. In this wonderful place, youll find yourself able to exchange gems for special items and spirits.

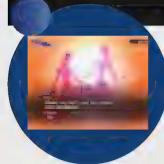
Obtaining gems can be difficult (you get them from mystical chests and demons), but their exchange rate gradually increases over time. Depending on how well you use the services this facility offers, you can make the latter part of the game much easier

or much more difficult.

For example, if you have some high-value gems on you, you can exchange them for items that will restore the HP and MP of your entire party.

Also, spirits obtained here can obtain useful abilities that even normal combinations cant match.

THE SUSPICIOUS BAR



In the Labyrinth of Amala, you may find your gaze wandering to a couple of sexy gals...

These vexing vixens will talk to you and offer a drink. If you booze it up, youll wind up losing a massive chunk of cash and be dumped back at the Labyrinth of Amala entrance.

The amount of money youll lose is on the chart to the right. If youre looking for a shortcut back to the Kalpa interior, maybe its not such a raw deal after all...

Bar tab		
Location	Amount of Money	
1st Kalpa	500+2000ħ	
2nd Kalpa	500+3000ħ	
3rd Kalpa	500+5000ħ	
4th Kalpa	500+10000ħ	
5th Kalpa	500+16000ħ	

IN THE BURIAL CHAMBERS



Throughout the Labyrinth of Amala, there are ten Burial Chambers.

On the tombstones youll find the names of bosses that you have beaten. When you get the Black Visor, youll have the ability to challenge these bosses again.

You can fight these bosses again as many times as you like. At the end of each battle, youll get a score -- thus turning these fights into an optional high-score challenge.

The score the game records is how many Press Turn icons (see p34) you use to win the fight. If you use fewer icons than the current high score record and win, your new high score will be etched upon

the tombstone in red.

Keep in mind that if you win this rematch, you wont get any items and youll only get 10% of the bosss Macca and experience value. This is a great challenge, but its not the best place to build levels or earn money.

Also, if you set all the high scores in your first game, then return to the tombstone in the first Kalpa during your second playthrough, youll see a special event. This event is a secret which cannot be divulged, but trust us -- its worth your time and effort to go for the high scores.

For advice on achieving high scores, see p192.

CACHE CUBES AND MYSTICAL CHESTS



These item containers are strewn about the 3D dungeons and 2D fields. Cache Cubes look a bit like dice, while Mystical Chests are adorned with all sorts of fancy baubles.

The two boxes differ in that the contents of a Mystical Chest change with the phase of the moon (Kagutsuchi). Under a full moon, youll get rare healing items and gems instead of normal goodies. But as the moon wanes, demon spirits will reduce the probability of getting a special item. If you want to always get the best

items possible from a Mystical Chest, make sure to keep tabs on the current moon phase.

While the content of Cache Cubes is always the same, you need to be wary of something else entirely: traps! Opening a trapped box can rob you of 10% or 50% of your total HP, as well as inflicting nasty status conditions like POISON, STUN, or MUTE. Be sure youre prepared for this possibility...

DOORS



Theres no shortage of doors in the dungeons -- in fact, theyre all over the place! If you dont learn about the various kinds of doors, well, youre not going to get very far. Regular doors arent a problem. Just press the X button and they open for you. The problematic doors are the ones that arent that nice, and wont just open when you ask them to. One example of these are doors that are locked from a certain direction. Youll have to take a different path to get to where youre going if thats the case. These doors can block a good

shortcut, so be sure to unlock them from the other side when you get the chance. There are also several doors that only open if you meet certain requirements, like throwing a switch or seeing a certain event. The most troublesome, though, are the one-way doors. You go through them, turn around, and lo and behold, theyve turned into a wall. After the first time youre tricked by one of these, the automap will make a note of it, so you can avoid it the second time.

SHUTTERS



Shutters are like the doors mentioned above, but you have to take additional action to open them. For a shutter, the way the switch works is a bit different. Usually the switch for a shutter will be on a nearby wall. Itll generally be marked by a red light, but it sometimes blends in with the wall pattern. Also, if you look around and cant find the switch, then treat it as you would a door thats

locked on one side -- go around and open it from the opposite direction. If you make sure to find as many switches as you can, you can enable some easy shortcuts.

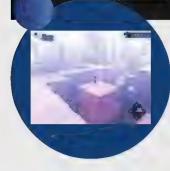


Stairs are a basic means of climbing up or down from one floor of a dungeon to another. Ladders can be used in the same way, but you must first press the X button to grab them.

Elevators work in a completely different manner. Just stand by the elevator and press the X button to enter. Immediately after, you will be prompted to pick which floor you wish to travel to. Usually the elevator will take a moment to move to the floor you specified.

Some places may leave you waiting a while, like Mantra's Headquarters, which is 60 stories tall! To cancel the wait sequence, just press the O button.

LIFTS AND MOVING PLATFORMS



These big red blocks are found in the Obelisk and Kagutsuchi Tower. If you stand on one and press the X button, you can use them as transport. These platforms can carry you to areas on the same floor or to floors above or below. But theres one big difference between lifts and elevators/stairs: A few lifts and platforms will return to their original locations when you step off of them (not all do this, however). This is basically a one-way trip. Since a lift wont come back for you no matter what you

do, getting back the way you came could present a problem. Since you dont always know exactly where youll be going, its generally a good idea to look around with the R3 stick before you hop aboard a platform. It usually wont be too much of a problem if its only going to take you somewhere else on the same floor. Still, it doesnt hurt to be careful.

WARP/WARP ZONE



Warps are a means by which the player is instantly transported from one place to another. There are both one-way and two-way warps in SMT: Nocturne, as well as some one-way warps that lead you into a trap! Basically, they only exist to take you from place to place. Be forewarned: if you open certain doors from a specific direction, youll trigger a warp.

Also, in the Labyrinth of Amala, there are special warps called the Warp Zones. You can use these to take you to different Kalpas. Instead of taking you where you need to go instantaneously, theyll send you to your destination via another dimension.

Dodge obstacles as you pick up items and coins. Think of it as a minigame warp. Theres a more detailed explanation on p244. If you find it too difficult, you can just put down the controller during these sequences and youll eventually get to where youre going. (Youll take some damage from obstacles, though.) Still, youll probably have fun if you try it.

PITFALL!



These are only in some dungeons, but they can be quite annoying. From first glance, you might think youd be able to discern which areas are traps and which arent... until you wind up accidentally taking the plunge. In some cases, it can actually be useful. Think of it as quick one-way transport.

Youll run into these traps in the Black Temple, among other places. While youre there, be sure to watch your step. Heres an idea to try: plan to open as many trap doors as possible from the beginning. This way, itll be easier to navigate, and you wont be surprised by traps you didnt expect. Also, keep in mind that pitfalls can take you to some interesting places. At the Kagutsuchi Tower in particular, youll find that falling into specific trapdoors will net you some rare items you cant get anywhere else.

If youre a completionist, youll want to check out every trap door. Who knows what lies beneath?

INVISIBLE AND DISAPPEARING WALLS



These are seen in the Labyrinth of Amala. What are they, you ask? These are walls you cant see normally but appear when approached, walls that disappear as you draw close, and walls with secret passages in them.

Of these, the most annoying are the walls that are initially invisible. Because these walls arent shown on the automap and dont appear until approached, you may feel as if youre stuck in a particularly devious maze. About all you can do is navigate through

trial and error. In the 3rd Kalpa, youll find a maze thats like something out of an action game. If you dont figure out the dungeon structure, you could find yourself in a predicament. As for the hidden passages, they look like regular walls at first, but if you investigate a little closer, youll see what looks like a watery reflection flickering on them.

DAMAGE ZONE



Youll first start seeing these lavalike land patches in the 3D dungeons and 2D fields around the middle of the game. If you walk on these areas in the 3D dungeons, your entire party takes damage equal to 3% of their individual HP for every two steps they take. We have two suggestions for avoiding damage zones: the skill Liftoma and the item Float Ball. The effect is the same: Youll begin to float, and not take any damage from walking over these

areas (since you still arent all that high off the ground, youll still set off trap doors). When the new moon comes, the techniques effectiveness wears off. Be sure you note the moon phase before you use it. Youll often find Cache Cubes and Mystical Chests placed smack dab in the middle of damage zones. Make sure youre prepared before you try and grab them.

DARK ZONE



Youll encounter the Dark Zone for the first time in the Ikebukuro Tunnel. In this area, everything will be engulfed in darkness, leaving you unable to see ahead. If you turn on the Automap, youll only be able to see the outskirts of the area youre in. Youll be unable to see your immediate surroundings. (You can still see the maps of other floors, however.) To alleviate this problem, you can use either the skill Lightoma or the Light Ball item. These light up a darkened dungeon like a torch, allowing you to see

normally. However, these effects last only until the moon wanes, so be sure to renew them afterwards.

Dark Zones and Damage Zones are completely different. Dark Zones dont have any other penalties associated with them besides your inability to see where youre going. If you have a good memory for layouts, maybe you can even go through these dungeons in the dark...

THE ACCURSED SPACE



In the Labyrinth of Amala, there are some special damage zones that work by reducing your current HP with each step. For example, If you had 1000 HP and took 3 steps, youd be reduced to 125 HP. Normal damage zones are just super-heated and can be avoided with skills or Items, but since the area in an Accursed Space is inherently lethal, the damage it causes cant be avoided. You can break this curse by defeating a certain enemy. Unfortunately, to reach him, you have to travel through the

Accursed Space. An effective way to deal with these traps is to plan some countermeasures. Your HP is going to be low, so you need to figure out a good way to survive battles. Use Estoma to lower the frequency of enemy attacks. If you do get into a battle, use Trafuri to guarantee an escape. Use these as necessary, and youll have a better chance of making it through these rooms in one piece.

OTHER ASSORTED GIMMICKS



Up to this point weve been explaining some of the stuff youll find in the fields and dungeons, but other surprises still await you. For example, theres the Magatsuchi Warehouse in the Assembly of Nihilo, with its rotating block that opens and closes passageways; the passageway in Amala Network 2 where walls appear behind you when you reach certain points; and the door in the Labyrinth of Amala that wont let you through unless your stats satisfy

its requirements. Youll need strength, wisdom, patience, and a little luck to overcome obstacles like these. The dungeon strategies are outlined from p110 onwards, and they list any unique or rare gimmicks that youll encounter. If you are wondering about something, please check there.



One of the things you just cant avoid in *SMT:Nocturne* is that sooner or later, youre going to have to fight. Lets take a look at what these battles hold in store...

Battle System

THE PURPOSE OF BATTLE

It seems funny to have a goal in battle, besides winning, but there are some specific purposes to keep in mind. By fighting battles you gain experience, items, and Macca. Well explain in a bit more detail later, but basically, if the protagonist doesn't get experience, his levels wont increase, and you wont be able to win the required fights against bosses.



In the beginning, battles wont happen just from walking around. Use the first series of fixed battles to get a feel for fighting.

THINGS YOU OBTAIN FROM BATTLE

We touched upon this earlier, but you profit in a number of ways from battle. First, theres the experience yielded by enemies, which is essential to levelling up your protagonist and your demons. Youre not required to obtain an insane amount of experience, but if youve come across that enemy that you just cant beat, taking the time to level up a bit could be your shortcut to success.

Youll also get Macca. Each enemy yields a set amount of money. You can also receive Macca from Mystical Chests and conversations with demons, but if you want to get rich fast, fighting is the way to go.

Finally, you can get items from beaten demons. Most stuff youll get is nothing to write home about, but sometimes demons will drop gems and special items. If you get a chance, you might want to go hunt some enemies who carry rare items (you might want to focus on gems, since most of the ones youll find will be dropped by defeated demons).



Fighting enemies that call for reinforcements can be a pain, but youll get more stuff afterwards.



After most fights, youll get a cheap item. Often, you might not get any items at all.

HOW TO READ THE BATTLE SCREEN

The battle screen and its command menu are completely different from what you see while youre exploring. It is of the utmost importance that you know it well. Here, we will explain how to read all the information on the battle screen. The Press Turn Icons, displayed in the upper right corner of the screen, are of particular importance. Please read p34 for all the details. Remember, all of this is information that is absolutely essential to playing and eventually beating the game!



●Explanation of each item

Moon phase

The current status of Kagutsuchi. It generally does not change during battle. Keep it in mind when using skills that are affected by the moon phase.

2 Press Turn Icon

Your remaining action icons. The protagonist and party icons are blue while the enemys are red. Generally, you have one icon per party member, and each action you take uses up an icon. See p34 for more details.

3 Current Battle Mode

This shows whether you currently have the battle in Manual or Automatic mode. In Manual, you enter the commands one-by-one, while in auto mode, the CPU runs the battle for you. If you see AUTO, that means you have switched in-battle to Auto Mode. Conversely, if you see AUTO OFF, you have used the Triangle button to turn off Auto mode and switch to Manual. There are two types of Auto: regular Auto and Auto Repeat Battle. Use the CONFIG command in the command menu to change this.

4 Command Tag

This shows which category the commands in your command list (discussed later) belong to. The categories are RGHT,ITEM,TALK, SUMMON,RETURN, and ESCAPE. You can move using left and right on the D-pad or the L3 analog stick. (Some commands may not appear for certain characters.) A brief description will appear to the right.

6 Command List

The current commands you have available for use. Use up and down on the D-pad or L3 analog stick to select what you want to do. The menu only displays four commands at once, however, you may have more available, which you can view by holding DOWN.

6 Party Member

The party members currently participating in battle. Youll see their name, HP and MP, along with a numeral indicating their turn in battle to the left of their name. When the members name is glowing blue, they are the one currently taking action.

Command and category explanation

FIGHT

The option to select Attack to perform a normal attack, and Next to transfer the turn over to the next character is something all characters have. Other than that, the names of the skills that character can use, along with the MP (HP) consumed by them are displayed.

When you move the cursor over these objects, a brief explanation of the command will be displayed, but you can turn this explanation screen on and off using the select button (as with other categories).

ITEM

Only the protagonist can use items. After selecting this command, you will see the battle items you currently carry and how many of each you have. If, for whatever reason, you cannot use a particular item, its name will be greyed out.

TALK

The protagonist and certain demons have this ability. (Please consult p340 for more info.) The protagonist only starts with a basic Speak skill, but demons can have several variants. Using these commands allow you to speak to the enemy.

SUMMON

Only the protagonist can use this command, which summons demons into the active battle party. If you select this command category, youll see a list of demons you can summon, and you can place them anywhere within your party. Even if you have four characters currently participating in battle, you can still replace them with demons from your stock.

RETURN

Only demons can use this command. This allows a demon to return to stock from the active party using the Return to Stock command. If there is a demon near death and the protagonist is unable to exchange it (or if its just a bad idea at the time), it is best to use this command. A negative status effect is automatically cancelled when a demon returns to stock.

ESCAPE

This command category allows you to flee from battle. Both the protagonist and demons are able to use it. The chances of escaping do not vary based on who uses the command.

BATTLE PATTERNS

Up to now, weve usually just called all fighting battle, but there are actually a few different battle types that can be classified. For all these battle types, there are things you should do both in preparation, and when battle starts. Below is an explanation of the various battle patterns. Please learn them well. You can change your tactics if you want, but you must win.

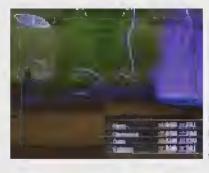


Losing a battle means Game Over. Dont waste hours of playtime by getting defeated — be prepared!

STANDARD ATTACK

Walking around the fields and dungeons, youll suddenly hear a sound effect and be thrust into battle. These are the common battles. Their frequency varies from location to location, but they are essentially random. The timing of their appearance and the enemies you will face varies every single time. The types and numbers of enemies you will battle also differs from location to location.

While youre exploring, you should form a balanced party thats capable of taking on whatever enemies you might meet. If you dont, you could be setting yourself up for a particularly bitter defeat. Before you enter a dungeon, gather your demons, learn and use your strongest attacks, and make sure your affinities are good and strong (see p32).



If you watch the moon phase when enemies appear, you may be able to notice certain patterns.



If you dont make preparations, you might not even be able to attack the enemy!

PREEMPTIVE ATTACK

The odds are against it, but theres a chance the enemy party can take the initiative in battle. The enemy gets a free turn to attack you however it pleases. Depending on the enemies, you could lose some demons in this situation, but if you heal before battle and take in a party with strong affinities, youll reduce the damage. If the protagonists level and Luck stat are high, youll reduce the chances of an enemy striking preemptively.



While exploring, you should take the time to heal a little between battles. This is an effective countermeasure against a preemptive attack. Dont neglect injured demons, either!

BACK ATTACK!

There is roughly a 10% chance of being attacked from behind. This is called a back attack, and gives the enemy an increased critical hit and attack success rate. You can use the Minds Eye skill to decrease this rate, but having companions with ideal affinities is the best defense. Also, getting your levels up will help decrease preemptive attacks.



Here, the protagonist has his back turned to the enemy. Hell be attacked more often and the enemies will get more critical hits, so hes about to take a lot of damage.

CONSECUTIVE ENCOUNTERS

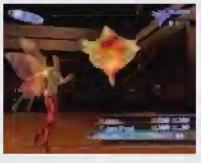
Most of the time, when you defeat an enemy group, the battle will end. However, reinforcements will sometimes show up. In this situation, it restarts on your turn, and the effects of support skills continue. Its an advantageous position -- unless you were badly injured in the preceding fight. When you use Riberama and the Attract Pipe to raise enemy encounter rates, you also raise the chances that youll be hit with consecutive encounters.



If you have absolutely terrible luck, you could have up to eight enemy encounters in a row! This yields a lot of experience, but can really wear you down!

UNAVOIDABLE BATTLES

These are battles that are mandatory. You encounter them in specific places and/or by talking to specific NPC demons. You probably cant run, you cant negotiate, and youre stuck fighting a specific enemy in a specific place. Boss battles are also mandatory; the big difference is that in boss battles, a single enemy can get up to 2 actions per turn! If you know youre going to be walking into a battle, make sure you fortify your defenses first.



If you know what youre getting into, battles can be a cinch. Perfect battle preparations mean an easy victory!

FIGHTING AGAINST "FIENDS"

There are some mandatory battles youll encounter in specific places that are a bit different than the norm. In these situations, a Fiend will ask you Are you staying here? If you answer negatively, you have a 50% chance of avoiding battle. It seems that when it comes to warfare, theyre awfully unreasonable...



When youre near a Fiends lair, the candelabrum item will begin to glow. If you dont like your odds,its best to run.

ACTIONS YOU CAN PERFORM IN BATTLE

We introduced the battle screen to you on p27. Now, what commands should you (and your demons) choose? Here, wed like to explain the various battle actions (command categories), as well as their various uses and some other points that you should keep in mind. You can expect to grow used to these commands over the course of play. Still, you could find yourself surprised, especially in the beginning. For details on operation, consult p27.

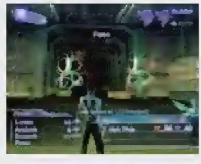


The protagonist has five command categories while demons have around three or four. Try to keep tabs on all the actions your characters can take.

FIGHT

Use skills and standard attacks

Under this category, youll have the Attack and Skill commands. You can also pass your turn. Here, you should take note of each skills description, especially indicators such as what attribute a skill uses to deal damage. The basis of attack power -- whether a demon has a strong or weak attack -- is shown in a demons basic stats. Here, you can see what areas a given demon is weak in, or what advantages it has... and even a weak demon might have a skill or stat that makes it stronger than even the Megidolaon. Dont forget that a demons stats and levels are the basis of its strength!



A lot of people dont know that you can use the Square button to pass turns. Try it sometime!

ITEM

Item usage

Only the protagonist can use this command, which lets you use items for the benefit of the party. A character can only learn up to eight skills, but the protagonist can collect and use items for both recovery and attacking. Item use cant be sealed by MUTE status, and they can have unique effects like MP restoration. There are limits, though: you can only hold 99 of a certain item, and only the protagonist can use them. If you ignore these minor drawbacks, items are highly beneficial. In the second half of the game in particular, you should have more than enough money and gems to buy items. Replenishing your items with the money you have on hand should be enough.



If you use an item that gives the same effect as a specific skill, its effectiveness varies depending on the protagonists level and stats.

TALK

Chat with the demons

You can negotiate with demons for money and friendship with this command. You can use it as a means of evading battle (see p53). Depending on how you use it, this command could even alter your chances of survival. If the protagonist becomes unable to act, then demons with conversation skills can be very useful. If this happens, youre better off using the skill to negotiate for money and items than trying to recruit demons. You can also give away items and Macca to get your opponents to leave you alone. This is explained in more detail on p56. If you want to avoid fighting, thisll do the trick.



Even if negotiations have gone sour, giving a demon what they want will make them leave. Dont ignore their demands and tick

SUMMON/RETURN

Summon Return

For the protagonist, this command is Summon, while for demons, its Return. You use this to change your partys members while you're in battle. The protagonist can take a turn to call forth a new demon, but when a demon uses its Return command, it leaves an empty space in the party lineup that the protagonist must use Summon to fill. If it appears that a demon may perish soon, it is a good idea for them to use the Return command. You usually use Summon for another to take their place. Keep in mind: The demon command Beckon Call is actually a fighting technique. Dont confuse it with the protagonists Summon.



As explained on the following page, summoning demons who have affinities that work against the enemy is key to victory!

ESCAPE

Run from a battle

If you use the Escape command, the protagonist and demons will flee from the battlefield. Of course, this wont always work, and if you fail, itll automatically switch to the enemys turn. There are some factors that affect the success rate: the level of your party members, the Agility stat, and the Luck stat. If these are high, running away will be a breeze. If youre getting close to a full moon or there are a lot of enemies, itll be a lot harder to get out of a fight. If an enemy is capable of causing ailments, like immobilization, and you want to run away safely, try using the Fast Retreat skill.



Its difficult to escape under a full moon. But, if your levels are high, your success rate will dramatically improve.

ATTACK ATTRIBUTES

Whether theyre skills or traditional attacks, all techniques have attributes. These attributes can be classified (please take a glance at the following page for more details), and they all have certain characteristics. They can have wide and varied effects on different enemies. Once you know the features of all these attributes, it will be a tremendous advantage in battle. However, since some skills are not at all effective against certain enemies, having a party whose skill set is one-sided should be avoided.



When selecting skills in battles, you should keep tabs on what attributes they carry. When you know the aspects of all your skills, youll become more proficient in using them.

DEFENSES

It is absolutely necessary to learn about and remember your defenses. From the moment the protagonist undergoes his demonic transformation, he will be able to see the effectiveness of attacks with certain attributes.

Youll see the six basic defense affinities on the bottom of the next page. On the status screen, youll be able to see the defenses of certain demons, as well as how they are combined (i.e. Void Fire, Expel + Death Repel/Weak to Ice, etc.). If a Strong to/Weak to X indicator is present, youll see a percentage indicator next to it indicating its level of effectiveness. However, if you see no such indicator for a given defense, those attacks will generally do standard damage.

When we talk about effectiveness, we dont just mean the attack strength -- were also talking about the hit rate. Youll find that some attacks will miss very often if they carry certain attributes. Again, its important to know how attributes interact.



Even though no Weak to 'X' indicator appears, some demons will suffer twice normal damage.

ATTACK ATTRIBUTES

Attribute	Explanation
Phys	The attribute for basic attacks performed by using Fight and almost all HP-consuming attacks. Whether it be from swords, grappling, o even guns, this is the purest form of direct damage.
Fire	MP-consuming skills that attack the opponent with fire and heat energy (only the protagonist's Magma Axis consumes HP). Deals direct damage.
lce	MP-consuming skills that damage through a chilling blast of ice-cold wind. Deals direct damage and can also give FREEZE status.
Elec	MP-consuming skills that deal damage through electrical energy. Deals direct damage, and can also give SHOCK status.
Force	MP-consuming skills that deal damage through force, shockwaves, and atmospheric pressure. Deals direct damage and can also cause the instant death STONE status.
Almighty	No matter what the enemy's defenses are like, these attacks will always deal 100% damage (equal to the basic power), but they also do not exploit weaknesses. Most skills of this type require MP but some use HP instead.
Expel	As the name implies, MP-consuming skills that allow you to kill demons in one hit. Some cause damage, but they all have the characteristic of either being effective and causing instant death (or damage) or being totally ineffective.
Death	MP-consuming skills like Expel, that deal instant death with black magic. These too will either cause instant death (or damage) if they are effective at all and nothing if they are not. Can also give STONE status.
Curse	MP-consuming skills that use curses to cause MUTE and POISON status. There are some that also deal direct damage at the same time
Nerve	MP-consuming skills strike the opponent's nerves to cause BIND and STUN status. These do not deal direct damage.
Mind	MP-consuming skills that cause SLEEP, PANIC, and CHARM status by targeting the opponents mind. Some can also deal direct damage at the same time.
Explode	These skills take all of your HP to deal heavy direct damage to enemies (and sometimes companions). They don't use MP, but you did from using it. Like Almighty skills, an enemy's natural defenses cannot reduce this damage.
Support/Special	Attributes that do not have defenses. As with Almighty and Explode, the effectiveness of these skills cannot be altered with resistances. They do not deal direct damage, but provide support in battle.

⁻ A so referred to as "A Magic."

DEFENSE ATTRIBUTES

Defense	Explanation
Strong to X	Being strong against a certain affinity decreases the amount of damage taken from attacks of that type as well as increases the probably that they'll be evaded. The amount of damage reduced varies from demon to demon, but is always in the 10% to 80% range.
Weak to X	If you attack an enemy and see the WEAKNESS message pop up, youll be entitled to some excellent benefits in battle (see p35). In almost all situations, your damage and hit rate will increase (up to 250%!). Some attacks, however, still do normal damage amounts.
Void X	All damage from an attribute is nullified, as are status and instant death techniques. The side on the receiving end of this attack gains a Press Turn Battle advantage (see p35).
X Repel	This sends all damage, ailment, and instant death attacks of a certain type right back at the attacker (if the repellee has the ability to null attacks of that type, no damage is dealt). The defending side gains an advantage.
X Drain	With this defense, an attack of a certain attribute is absorbed as recovered HP (ailment and instant death spells are simply nullified) As with Repel X, the defending side gains an advantage.
Normal	This affinity appears only when the protagonist is using the Marogareh and Kailash Magatama. It reduces effectiveness of enemy Expel and Death attacks by 50% (all other attributes remain unaffected).

^{🔳 =} A so referred to as "Ai ment Attacks," which dea Ailment similar to Ice,Eec,and Death.

THE FOUNDATION OF PRESS TURN BATTLE

The Press Turn Battle has some unique aspects that set it apart from a regular turn-based battle system: Namely, you and your allies attack together. Your side and the enemy side take turns. Youll see an indicator in the upper right corner of the screen showing a number of Press Turn Icons equal to the number of allies participating in battle. When you or an ally take an action, it uses a Press Turn Icon. When all your Press Turn Icons are used up, it switches to the enemys turn. But, depending on battle circumstances, the number of icons you have can fluctuate. Obviously, an increase is highly beneficial while a decrease is very, very bad.



If you plan a good strategy, you can take eight actions in a single turn! Imagine the carnage you can cause...

HOW PRESS TURN ICONS DECREASE

Of course, there are set rules regarding your icons. Effective attacks give extra icon use, while weak techniques can be extremely burdensome. Thats the most simple explanation. By effective attack, we mean a critical hit or a strike that exploits the enemys weakness. When you hit with one of these attacks, one of your icons will start flickering. Flickering icons are not used up and can be used again. However, even if you score a critical or weakness hit while all your icons are flickering, you wont get any extra icon usage. Conversely, the weak attacks are attacks that are repelled, absorbed, invalidated, or evaded by enemies. If this happens, you can lose two Press Turn Icons -- or even your entire turn! Avoid this as much as possible! For more details, see the following page.



If an enemy hits you with an attack that is blocked by any affinities you have, you automatically start your turn. Knowing your allies defenses is highly beneficial.

Going Back and Forth Between Attack-Result-Press-Turn Icons



Normal Hit/Other Actions

One Icon Expenditure

When you try for a normal hit, youll spend one icon, regardless of the kind of attack you used (normal attack, skill, item, etc.). If the opponent has a strong defense affinity, itll take less damage and will still get a normal hit. Other actions, such as summoning an ally or talking, will also spend an icon.



Failed Attack (MISS)

One Icon Expenditure

If you attack and miss, your attack fails and youll spend one icon. This usually happens when youre using skills with a certain rate of success, like Hama or Mudo. A blunder like this is due to a failure on the part of the ability and is different from an evaded attack, thus only one icon is lost as a penalty.



Critical

Icon Blink

If you score a critical hit, youll inflict 150% damage and one of your icons will start to blink. This usually doesnt happen, but if you carry certain skills and the enemys got lousy defense, its more likely to occur.



Strike at the Weak Point (WEAKNESS)

Icon Blink

If a WEAKNESS is indicated after an attack, you've hit an opponents weakness. One icon will start to blink. Now you know that opponents defense affinities, and you can and should exploit it with the appropriate skills. This is especially helpful during boss fights.



Evading Attacks (Dodging Motions)

Two Icon Expenditure

If an opponent dodges your attack, its been evaded, and itll spend two icons. Since the rate of evasion depends upon the 'Ag" stat, you can lower the chances of an enemy evading your attacks with Support skills like Sukukaja and Sukunda.



Void

Two Icon Expenditure

If a character is hit with an attack that theyre immune to, the attack has been voided. Two icons will be spent. As with the WEAKNESS, you can avoid this by learning your enemys attributes and defense affinities. Use the Tetraja skill to block Expel and Death attacks.



Drain (Bluish-White Light)

All Icon Expenditure

If a character glows with a bluish-white light when theyre hit, theyve just absorbed the attack. The numbers that usually indicate damage will turn green to indicate healing. Thisll automatically spend the rest of that sides icons and switch over to the other partys turn.



Repel (Violet Light)

All Icon Expenditure

A purple glow indicates that a characters just repelled an incoming attack. Whoever just hit him receives the damage, all of the attackers partys icons are spent, and the battle switches to the other partys turn. This often happens when you use barrier skills like Tetrakarn and Makarakarn.



Next Turn

12 Icon Expenditure

If Next Turn is used, an icon will be spent if any of them are flashing. Otherwise, an icon will start flashing, and you can hand over your turn to the next ally in line. This wont reduce the number of actions on this turn, which are equal to the number of icons youve got.

Note: Over the course of a turn, you can get multiple simultaneous attack results. In order of precedence, you! get the bad results first (of course), fo owed by good results and find y normal hits, along with a fixed expenditure of icons. For example, if a Void and a Repelloccur at the same time, the Repels result will precede everything else, along with the accompanying icon expenditure. If a Void and a critical hit happen at the same time, the Voids results will happen first, and two icons will be spent.

AILMENTS

Ailments can be inflicted by certain attacks, and change the behavior of any character under their effects. Once theyve got a status, a character wont be able to engage in all or some of their normal actions, and theyll suffer from various handicaps. A glance at the next page will explain the fine details, but the main point is that an Ailment gives an afflicted character a significant disadvantage.

Obviously, avoid Ailments yourself, but use them whenever possible to seize the advantage. Its important to know how to use statuses, and how to recover from them.



Take advantage of deadly Ailments. Itll make battles much easier.

DEFENDING AGAINST AILMENTS

To begin, you should have a standard plan of defense against Ailments. Some attacks can actually cure them, and you can defend against them by keeping a defense affinity that II allow you to resist the attack. If you need a bit of help understanding the details, check the summaries on the right.

A character can only suffer from one Ailment at a time, with the exception of CURSE. If a characters struck by more than one attack that inflicts an ailment, hell keep or ditch the ailment based upon the ailments priority, as indicated by the table to the right; the higher on the table an ailment is, the higher its priority.

In order to avoid low-priority Ailments, you can opt to keep an ailment thats higher-priority. For example, if the protagonist is suffering from MUTE, leaving it alone will make you completely immune to PANIC and those ailments that are lower on the table.

Note that while DEAD has the highest priority of all, its not strictly an Ailment. Its on the table because it precedes all other ailments.



CURSE is the exception to the rule, since you can get it at the same time as any other Ailment. It requires special attention.



If you should catch an ailment, you should cure yourself right away. Familiarize yourself with the various skills and items that cure Ailments.

AILMENT SUMMARY



IDEAD

Don't let your HP reach 0

The characters dead. RIP. If the protagonist dies, its game over, but a dead demon will return to your stock.

Cure With: Recarm, Samrecarm, Reviva Bead, Bolm of Risina



ESTONE

Can be blocked with Death Resistance

The petrified character cannot take any actions until the ailment is cured, including curing himself. If a petrified character is attacked by Phys or Force skills, theres a good characte that hell crumble and die instantly. Once a characters petrified, he only takes 10% damage from Fire, Ice, and Elec skills, and is totally immune to expel, death, and other Ailments.

Cure With: Automatically recovered after battle, Petradi, Prayer, Dis-Stone



IIFLY

Can be blocked with Curse Resistance

Only enemy aemons can use this skill. It can change the protagonist or his demons into flies (Boels Bane). While suffering from this, you can still take all your actions, but all your parameters except Ag are set to 1, your attacks are only 10% as strong, and you! take 200% aamage from all attacks.

Cure With: Automatically recovered after battle



ESTUN

Can be blocked with Nerve Resistance

You can still take all your usual actions, but your hit rate for normal and skill actions is reduced by at least 25%. Counterattack skills are disabled. Unless cured, STUN will persist after a battle.

Cure With: Paralagi, Prayer, Dis-Stun



ECHARM

Can be blocked with Mind Resistance

A character with CHARM status will betray his allies, and assault them with normal attacks. He may also use recovery and auxiliary skills on the enemy. You cannot control his actions.

Cure With: Automatically recovered after a number of turns pass or after battle, Dis-Charm, Prayer



POISON

Can be blocked with Curse Resistance

When a POISON victim takes a turn, hell take damage equal to, at most, 1/8th of his HP. Outside of battle, the victim will lose 3% of his HP for every two steps he takes.

Cure With: Posumuai, Prayer, Dis-Poison



EMUTE

Can be blocked with Curse Resistance

The victim cannot use any skills unless theyre physically attributed or automatic. Conversational skills may be possible. This ailment persists outside of battle, where it disables the skills on the command menu.

Cure With: Mutuai, Prayer, Dis-Mute



BIND

Can be blocked with Nerve Resistance

The victim cannot take any actions until cured. Anyone who attacks him has a better chance of inflicting a critical hit.

Cure With: Automatically recovered after a number of turns pass,or after battle,Patra, Mepatra,Prayer,Sacred Water



PANIC

Can be blocked with Mind Resistance

The victims freaking out. He may scatter your Macca (friendly characters will steal 5-10% of your Macca, while unfriendly ones will give you money; return to the stock on his own, and run away if an enemy approaches; start speaking gibberish to your enemies; or refuse to do anything at all.

Cure With: Automatically recovered after a number of turns pass or after bottle, Patra, Mepatra, Prayer, Sacred Water



IISLEEP

Can be blocked with Mind Resistance

All actions are completely ineffective until the aliment is cured. Also, HP and MP will be recovered by only 1/8 at the most after every turn.

Cure With: An attack from an enemy, automatically recovered after a number of turns pass or after battle, Patra, Mepatra, Prayer, Sacrea Water



IFREEZE

Can be blocked with Ice Resistance

The victim cannot act until the end of his opponents turn. Physically-attributed skills will always inflict a critical hit on a character with FREEZE status, and will ignore Void, Repel, or Drain defense affinities. Furthermore, the victims Void, Repel, and Drain affinities are usually ineffective, so he can be hurt by skills that dusually bounce right off.

Cure With: Automatically recovered after a enemy turn enas, Prayer*



ESHOCK

Can be blocked with Elec Resistance

The character is incapacitated until the end of his opponents turn and cannot attack. Physical skills always score a critical hit against a character with SHOCK status.

Cure With: Automatically recovered after enemy turn enas, Prayer*

Since these statuses end with the opponents turn, Prayer is generally not an option as a cure, but an ally with CHARM status may betray you and use Prayer to cure enemy demons with FREEZE or SHOCK status before the turn ends



IICURSE

Special Battle Status

When the protagonist has a Magatama equipped and levels up, theres a fixed probability that hell become Cursed. Actions are usually possible, but a Cursed protagonist will attack his allies at random with normal hits, and will receive damage while petrified.

Cure With: Can on y be healed at healing institutions (Fountain of Life, Hea Spot, Dr. Dark)

USEFUL BATTLE TECHNIQUES

From this point forward, we will show you some effective fighting techniques, based on our own experiences and our description of the battle system. There are certain tactics that are only effective in certain situations, as well as more versatile options that will see you through most fights. However, eventually, brute force will become necessary.

Here, well present the fundamentals of the fundamentals. As you become more familiar with the battle system, youll be able to adapt your tactics accordingly, and enjoy the game on a whole new level.



Its difficult to get high scores in the Burial Chamber by simply leveling up. Use rematches with defeated bosses to try out new battle techniques.

PRESSING THE ADVANTAGE

In the Press Turn battle sequence, the difference between victory and defeat will come down to who has more actions. However, its difficult to organize your party so that youre capable of targeting every enemys possible weakness, and there are a number of enemies who dont have weaknesses. In these cases, youll need a reliable method for scoring criticals.

If one of your allies learns Bright Might or Dark Might, they have a chance of always making critical hits. If a member of your party knows one of these skills, wait until they use it before you take your first turn. This is effective on nearly every boss, so remember this, but its

useless against any enemy whos resistant to physical attacks.



As a general rule, Bright Might is better than Dark Might. There are as many as 4 bosses you will fight while the Kagutsuchi is FULL.

USING AILMENTS EFFECTIVELY

When an enemy is afflicted with an Ailment, it will not only give you an advantage, but you can also combine it with other skills to enhance its effect. For example, combine SLEEP with Eternal Rest or POISON with Pestilence. This should be enough to destroy most enemies.

The low hit rate for Phys skills put them at a disadvantage, but by targeting an enemy with FREEZE or SHOCK status you can reliably get hits and criticals

You can also take advantage of enemies with strong recovery skills by hitting them with the Charm effect, so theyll use their talents to heal your allies.

There are a number of other ways to use Ailments

effectively. Try combining them with different attacks.



If you want to escape a battle or have an uninterrupted conversation, use Ailments to render your enemies helpless. There are three ways to defend yourself. The first is to use skills that strengthen your allies, and the second is a more proactive approach, which weakens enemies without doing any damage.

The third is to make use of your own defensive affinities, so youre resistant or immune to an enemys attacks. This means youll start with an advantage from the first turn of combat, and youll be effectively immune to enemies preemptive strikes. If you want to stay alive through the hardest parts of the game, make sure your

protagonists defenses protect him from as many kinds of attacks as possible.



If an enemy has a Repel defense affinity, use it against him by bouncing skills that youre strong against off of him.

DO NOT HESITATE TO USE ITEMS

Some items are more useful than skills, but many players will try to conserve them for dire situations. This only hurts you in the long run. It may be difficult to let go of this habit, especially if youre a fan of other RPGs which focus on stockpiling items, but there are virtually no items in SMT: Nocturne that you cant restock with relative ease.

Yes, some items may take some effort to find, but while youre searching for them, youre also building up experience and Macca.

You shouldn't hesitate to use your items. Your skills are nice, but they alone wont bring down bosses, especially the boss at the Tower of Kagutsuchi.



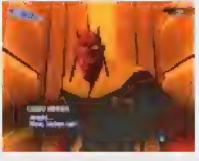
Not using your items is bad, but wasting them is even worse. Stay on your toes at all times, and keep your item supply well-stocked.

PREPARING FOR BATTLES

The secret to winning battles is to focus on general strategies, rather than plans for specific situations. You should prepare items, skills, and combinations thereof thatre effective against a wide variety of opponents before you get into a fight, instead of trying to rearrange your strategies on the fly.

The first thing you should do when organizing your party is to keep your characters affinities in mind, as well as those of his allies. If theres a gap in your party, fill it by creating a new ally via fusion. If a demon

just isnt doing the job, provide it with a few items to power it up.



A little bit of forethought will get you through the trial battles at Mantra's Headquarters. If you charge in without thinking, itll go badly for you.



There are quite a few skills of all kinds, with a large number of uses in battle. What skills should you and your allies learn? This section is where we answer that important question.

Skill Basics

ABOUT SKILLS

Skills are the various abilities that your protagonist and his demons will acquire over the course of the game, and will use for attack, defense, and recovery. They have a wide range of functions, from bestowing special qualities upon their user to starting a conversation with an enemy demon.

You wont be able to use your skills as effectively as possible unless you know them all inside and out. Over the next few pages, well be providing you with the reference material you need, and discussing each skills various uses.



There are skills that give unnatural defense affinities. Its possible to overcome this weakness.

SKILL CLASSIFICATION

The descriptions starting on the next page basically explain the skills and their different uses. However, we would like to point out that the classification method here, not including the attribute classification, is something that we collected and is not officially part of the game.

There are methods to sort skill details, but the fundamentally important ones are the 3 lists given on the right. The first one is a classification based on attribute, which is important when an attack attribute (previously described) is shown together with a skill inherited from fusion. A classification that is based on this result and use is an easy way of understanding a skill since it presents the aspects that make the skill useful. The last one is a classification based on how to use a skill, and is divided in a similar way to how they operate. For the time being, youll want to understand how each skill is used in actual combat, using your own experiences to help inform your decisions.

Skill Classifications

Attribute (Transfer Type): Phys, Fire, Ice, Elec, Force, Almighty, Expel, Death, Nerve, Mind, Explode, Heal, Support, Special, and Conversation.

Result/Use: Damage, Fixed Damage, Ailment, Instant Death, Resistance Up, Intensify Attack, Weaken, Barrier, Drain, Heal, Cure, Revive, Battle Support, Search Support, Summon, Ally Request, Item Request, Macca Request, Dialog Support Method of Use: Techniques (HP-Expenditure), Magic (MP-Expenditure), Automatic Effects, Action Style

*For anything other than the classified particulars, please refer to p308, Skill Data.

MP-Consuming Damage Skills

These skills use up MP and damage targeted opponents, much like the magic found in other typical RPGs. Since these skills are usually used in battle, they have a rich variety of attributes: Phys, Fire, Ice, Elec, Almighty, Expel, Death, Curse, Nerve and Mind. Moreover, these skills can be used to attack a single target, multiple targets, or all the enemies on the battlefield.

Some skills can also inflict Ailments and damage at the same time, which makes them very effective. Other features to look for include hit rate, the presence or absence of critical hits, and what changes a skill makes, if any, in a characters Magic stat.

Skills that use up MP are useful for exploiting enemies defensive weaknesses. By using skills with the right attribute, you can damage the enemy and increase the number of actions you can take.

Be careful of enemies whose defense involves the Makarakarn skill, which repels all skills except those with the physical or all-purpose attributes. Also, remember that the MUTE Ailment will prevent you from using these skills.



With so many skills to choose from, it can be hard to pick. You may want to consider arranging your skills by how many foes they can target, rather than by their attributes.

HP-Consuming Damage Skills

These skills will damage their user in exchange for attacking their target. Almost all skills in this category are physical, with only three that feature different attributes: Magma Axis (Fire), Freikugel (Ice), and Stinger (Almighty).

Similar to MP-using skills, these attacks can target single or multiple opponents, and can inflict Ailments on an enemy. Where HP-using skills differ is that they trade a lower accuracy for a high critical rate, and their power will be affected by the users level and Strength stat.

Critical hits and extra turns can be useful when youre fighting an enemy that has no weaknesses. Also, you usually arent prevented from using these skills if youre afflicted by the MUTE status. Dont worry about using up too much HP, as there are plenty of ways to restore it.

One special method is to combine the Pierce skill with these abilities to deal 100% damage to enemies with Phys resistance other than Repel. Be careful around enemies with retaliatory skills, as they may be able to counterattack.



HP-using skills are usually described as being a last resort. It is possible to kill yourself by overusing them.



Magma Axis is an exception to most of the rules that govern these skills. The MUTE Ailment can prevent you from using it.

Fixed Damage/Instant Death Skills

Fixed damage is an amount of damage determined by the targets remaining HP. Since an instant death skill literally depletes all a targets HP, it can be called a fixed-damage attack that affects 100% of a victims HP. This category is almost all Expel and Death skills, and affinities and users level and Magic stat affect only the success rate of these attacks.

For example, Thunderclap delivers damage equivalent to half of the targets total HP (50%). If you use Thunderclap against someone with a 150% Expel affinity, the chance that it will deal damage will increase by 1.5.

These skills spend MP, cannot deliver a critical hit, and can be shut down by the MUTE Ailment, just like any other skill that spends MP.

Fixed damage skills are useful when youre fighting opponents with plenty of HP. Your ordinary attacks may not be enough by themselves, but if you use a few fixed damage skills to weaken your target,

youll be able to take it down. Instant death skills, on the other hand, can kill an enemy in one hit, no matter how many HP they have.

Most bosses have a certain degree of resistance to expel and death, so you wont get a lot of mileage out of these skills.



Thunderclap doesnt do much good against an enemy with few HP. For example, an opponent with 20 HP will only take 10 points of damage.

Ailment Skills

These are a little self-explanatory. Ailment skills dont do any damage by themselves, but they act to weaken your opponents. Their main role is to work in conjunction with any of the other damage skills.

There are three kinds of damaging skills that can have many simultaneous effects. These skills are usually Curse-, Nerve-, and Mind-attributed. Defense affinities and the users stats cause an Ailment skills success rate to rise and fall, instead of the amount of damage they cause.

There are many kinds of Ailments (p36), and since each ailment has a different effect, its difficult to get into specifics regarding their useful aspects. The best reason to use them is to slow down your opponents. Since you can use them to greatly reduce the amount of damage you take, they can be especially useful during long battles or in a large dungeon where you have to conserve healing. They are especially useful for supporting Phys-attribute

skills, so if you have allies with HP-consuming Phys skills, make sure you use them in conjunction.



Even if youre heavily injured and seriously outclassed, you can turn the tables by afflicting your enemies with Ailments. They can even produce critical hits.

Support Skills

Support skills are attack skills that aid you in battle. There are three types: some weaken your enemies, some strengthen the party, and some place barriers that II inhibit incoming attacks.

Skills with the suffix "-nda" are commonly used against enemies. The suffix "-kaja" indicates a skill whichll power up your characters, and skills marked with the "-karn" suffix will partially or totally stop enemy attacks. These are great in boss fights. The MUTE ailment can keep you from using Support skills, but they exist outside the affinity system, and as such, cant be nullified.

When you use a "-nda" or "-kaja" skill, the targets statistics (defense, hit rate, evasion rate, special attributes, etc.) will fluctuate. Each Support skill can be used up to four successive times, and in so doing, can more than double the ability it modifies. That can take some time, which makes it ideal for long, drawn-out battles. Be careful with the existence of Dekunda and Dekaja, as their effects can counterbal-

ance these support effects

It only takes one turn to place a barrier with a "-karn" spell, which will set up your party with a repel affinity. These skills are very useful, but they use up a lot of MP and they dont last forever.



Skills like War Cry and Fog Breath have an effect with two stages that are partly like the result of an 'nda" skill. These are easy to use in any kind of normal hattle

Healing/Cure/Revive Skills

These skills can recover your allies HP, cure Ailments, and revive allies whove died and returned to the stock. When you use a recovery skill on a friendly target, itll bypass their defense affinities. These skills use MP, and as such, can be blocked if the caster is suffering from the MUTE ailment.

For every ailment, theres a recovery skill that can cure it. However, since no one character could possibly carry enough skills to cure every ailment in the game, youre often better off carrying a stock of items to deal with some of the rarer ailments.

Also, since items that substitute for Revival and all-party Healing skills are difficult to come by, it is desirable to have at least one party member with these skills.



An efficient method is to use skills to recover HP and use items to recover lost MP.

Drain Skills

Drain skills take away an enemys HP and MP, and give it to the user. These all-purpose skills usually use MP and inflict direct damage.

There are four drain skills: Deathtouch recovers HP, Mana Drain restores MP, and Life Drain and Meditation will steal both.

These skills are extremely effective during longer fights, or over the course of lengthy dungeon crawls. Furthermore, if you use Support skills like Makakaja, you may steal more HP or MP.



Drain skills are great for boss fights where youre using up a lot of MP. Since theyre all-purpose, theyre often quite effective.

Attack Intensification Skills

These useful skills enhance attacks power, increase your chances of inflicting critical hits, and provide additional abilities.

Intensification skills don't have to be used in combat. They grant their effects automatically to whoever knows them. Many of them don't expend HP or MP.

The real value of intensification skills is when you use them in conjunction with normal attacks. A powerful skill can become insanely destructive with the right enhancements backing it up.



When enhanced by Fire Boost, Magma Axis becomes one of the strongest skills in the game.

Resistance Enhancement Skills

As with the Attack Intensification skills, these skills take automatic effect. These skills can grant new resistances to the character who carries them. There are three kind of resistances, which are sort of self-explanatory: void, drain, and repel.

Normally, a character will take 1.5 to 2 times the damage if theyre hit by an attack that exploits their weak spots. With one of these skills, you can turn your allies weaknesses into strengths.



The amount of healing and the amount of damage repelled will conversely decline for allies who are strong with drain/repel resistance skills.

Battle Support Skills

Battle Support skills dont fit into any one category, really. Theyre very specific skills thatre useful in very specific ways during combat.

Examples of Battle Support skills include Trafuri and Fast Retreat, which help you run from a fight; Endure and Never Yield will let the user survive an attack that shouldve killed it, but only once; and Analyze displays an enemys stats.

If you've got the room, youll want to carry a few of these. In case of an emergency, be sure to teach your protagonist Endure. Remember, if he dies, its game over.



A few Battle Support skills can only be used by your enemies, and some of them increase the users number of attacks. Unfortunately, theres no way to prevent this from happening.

Search Support Skills

Although these skills are not directly useful in battles, they are usually effective when exploring fields and dungeons. They are capable of changing the rate at which enemies appear so that you can safely walk over dark zones and damage zones. Many of them possess unique effects: Watchful enables you to gain experience points without participating in battle, and Lucky find helps you find items when traveling across fields. Allies who are not included in the party, not participating in battle, and are simply waiting on standby in the stock can use

these skills and their effects. It would be wise to start out with one ally holding as many Search Support skills as possible.



The Pisaca is an expert at using Search Support skills, and can be bought from the Shady Broker at the First Kalpa.

Conversation Skills

This type of skill is necessary for allies, other than the protagonist, to talk with enemy demons. Some can by executed through the use of a command, while others operate automatically when necessary. There are many kinds of Conversation skills, but since you cant use them directly in battle, its not necessary to teach them to your main fighters. These skills are useful if your aim is to gather allies and earn items and macca. Conversation skills can be used to request money and goods at times when funds are low. The protagonist will not be able to do this, but when funds are low having a conversation

by using dialogue skills to request money and goods is useful, and can even be fun. See p52 for details concerning how to use these skills.



You will be surprised by the different kinds of conversations you can have with your enemies. If youre getting tired of brutal battles have some fun by talking to demons.



To fully exploit character development, youll need to understand how it works. In this chapter, well discuss the finer details.

Development

LEVELING UP WITH EXPERIENCE POINTS

When they get a certain number of experience points, your main character and his allies will level up. How much experience you need for your next level is shown on each characters status screen.

Demons tend to need more experience points to level up than the protagonist does. Also, the lower a demons rank, the more experience they need to level. For example, you need a lot more experience to get a Pixie to level 11 (with a starting level of 2) than a High Pixie (with a starting level of 10).

When you reach a new level, a growth event occurs where you acquire new skills and status stats. Well discuss this in more detail below.

The level gauge stops at 99. However, as you continue to earn experience after you reach level 99, your HP and MP will increase proportionally.



Once you get to the maximum level (255), the indicated experience points needed to level up will stop at 1. At this point, the protagonist has earned more than 2.3 million experience points.

STAT BOOST

When they level up, both your main character and his allies will experience the same kind of growth event, where one of their stats will increase by one. Youll get to choose where your main characters point goes, but your demons stats will increase in an automatic and random fashion. Each demons stats will increase in a manner that fits their areas of expertise.

If you should acquire a large amount of experience points all at once, and level up twice or more in a single event, you wont lose out on any points. Its possible to have all your stats reach the maximum of 40, provided that you continue to earn experience once youve reached level 99.



Youll be able to watch your characters change and develop during growth events.

ACQUIRING SKILLS • PROTAGONIST

The protagonist acquires skills by drawing out power (skills) from a Magatama. Here's how this works.

There are a number of different skills you can acquire by equipping a Magatama. Each skill will be acquired when you reach a certain level (see p351). When your main character levels up, and once you have acquired your current Magatamas skills, you can learn new ones.

Even when youve reached the necessary level to get a new skill, you can only get one skill at a time. The only way to get multiple skills simultaneously is to earn enough experience points in a single encounter to earn more than one level.

For example, lets say a level 2 protagonist, equipped with the Marogareh Magatama, reaches level 3. He could theoretically acquire two skills: Lunge (which requires the user to be at level 3) or Analyze (level 4). Since hes only level 3, he can only learn Lunge. If the protagonist was at level 2 with the same equipment, and reaches the 4th level after a particularly long fight, he could pick up both skills.

As a rule of thumb, if youre about to level up, change your current Magatama to one that II teach you a new skill at your new level.

There are 113 skills you can learn from Magatama, which means you cant learn all the skills; youd have to level up 113 times, and you can carry a maximum of eight skills. If youve already got eight skills when you learn a new one, youll have to either throw away one of your old skills or abandon the new one. Once you discard a skill, its lost forever and cannot be acquired a second time, so be careful!

Marogarehs hidden skill, Pierce, cannot be learned by simply leveling up. You can only get Pierce if you witness an event that occurs within the depths of the Labyrinth of Amala. Once youve done that, you can equip Marogareh and learn Pierce once you reach your next level.



A skill thats listed in a gray font can be acquired the next time you level up.



Look for Magatama thatre shining and shaking fiercely. These will teach you a new skill if you have them equipped when you reach your next level.



The last skill on Marogareh is a mystery. It wont be revealed until you see the event in the Amala Labyrinth.

THE PROTAGONIST'S CLASS

Once you have learned all the skills from a Magatama, a message will pop up saying that youve extracted all the power from it. At that point, the Magatama will be marked by a red frame on your equipment screen, to indicate that its been mastered.

Your main characters class is related to how many Magatama hes mastered. Each Magatama is set towards a certain attribute, be it Light, Dark, or Neutral (see p353). Your class will be determined by how many Magatama of each attribute youve mastered; in the event of a tie, Light and Dark take priority over Neutral, and Neutral wins if Light and Dark are tied. The relationship between the class and number of Magatama is shown in the table to the right.

Master Magatama/Protagonist Alignment

Number	Attribute Bias	Class		
0-1	(None)	Fiend		
	LIGHT	Votary		
2-3	NEUTRAL	Adept		
	DARK	Soldier		
	LIGHT	Zealot		
4-5	NEUTRAL	Expert		
	DARK	Battler		
	LIGHT	Saint		
6-11	NEUTRAL	Master		
	DARK	Slayer		
	LIGHT	Spirit		
12-24	NEUTRAL	Phenom		
	DARK	Lord		
25+	(None)	King		

ACQUIRING SKILLS FOR ALLIES

Acquiring skills for allies is basically the same as acquiring skills for the protagonist. In order to learn a skill you must get to a certain level. As with the protagonist, if youve got eight skills and acquire a ninth, youll have to choose a skill to throw away. Each demon learns skills at its own unique pace (refer to p260 for demon data). You cant learn a skill twice, so if a demon should happen to learn a skill that it already knows (such as one that its learned via fusion), nothing will happen.

An allied demon, unlike the protagonist, may learn several skills per level. This is common if you make high-level demons via special fusion techniques; sometimes, the demon may gain access to multiple skills, all of which have the same level of acquisition. If thats the case, then when the demon reaches that level, hell get all the skills at once.

A few skills may change if the demon was created by fusion or is mutating (see p50). Keep in mind that you do get some bonuses via transformation.



If an ally throws away an important skill, you can get it back, but its very difficult.



Allies that arent derived from fusion, such as Dante, cannot relearn skills they throw away.

WILD MAGATAMA

During the protagonists growth event, his magatama might go wild. When the protagonist levels up, theres a 66% chance that his magatama may start acting up. If it doesnt, nothing else will happen, but if it does, things will start to get a little weird.

Once it goes wild, a magatama may trigger one of the following effects: the protagonists HP and MP will be completely restored, the partys HP and MP will be completely restored, some of the magatamas stats may increase by one, or the protagonist may be hit with an Ailment. This is the only way to receive the CURSE status, which is especially bothersome. Since this status can only be removed at a Fountain of Life, this can get ugly. That being said, theres also an advantage to being Cursed. The details are under Curse Fusion on page 65.



Its up to you whether your magatama go wild or not. Since they can curse you, its a bit of a gamble.

GIFT EVENTS

In a Gift Event, an ally gives the protagonist an item. Each kind of demon has a different reaction during a Gift Event, from admiring the protagonists style of combat to giving the protagonist something they really dont want.

Each time an ally levels up, theres a 33% chance that a Gift Event will occur. When the message starts, you can select Yes to receive the item. You can refuse the gift, but theres no point to it, unless you want to offend one of your allies. Since you cant really carry too many items, listen to what they have to say.

What items youre given are completely random, depending on the ally. The table on the right shows the basics of how to determine which items youll get.

You can only get one Gift Event per growth event, regardless of how many levels you gain at one time.



Each demon has something special to say. Be sure to listen to them.

Items Obtainable at Gift Events

Chance	Item
High	Bead, Soma Droplet, Chakra Drop, Dis-Poison, Dis-Stun, Dis-Charm, Dis-Mute, Makajam Rock, Mamudo Rock, Wagtail Plume, Magic Mirror, Attack Mirror, Dekaja Rock, Tetraja Rock, Repulse Bell, Attract Pipe, Float Ball, Smoke Ball
Average	Bead Chain, Chakra Pot, Soma, Megido Rock, Sapphire, Jade, Opal, Amethyst, Ruby
Low	St Incense,Ma Incense,Vi Incense,Ag Incense,Lu Incense, Great Chakra,Megidola Rock,Pearl,Emerald,Diamond

TRANSFORMATION WARNINGS

Sometimes, when one of your allies is leveling up, a message will appear telling you that its acting strangely. This is called a transformation warning, and occurs only if your ally is about to change into a different kind of demon.

This can only be seen when your main character is no less than six levels lower than the demons level will be after the transformation. For example, if a High Pixie transforms into a Night Queen Mab (level 56), and your main character is only at level 49, then you wont see a transformation warning. In other words,

the warning is there to tell you whether or not you can handle the newly transformed demon.



The level of the demon before the transformation and the level of the demon after the transformation are generally close to each other. As a result, its not likely that youll miss a transformation warning.

TRANSFORMATIONS

Some allies can only transform when they reach a certain level. The player gets to decide whether the transformation will occur or not, so you can choose to leave a demon in its original form if you want. If you decide to stop the transformation, youll have another chance the next time your ally levels up.

If a demon can transform, theres a set level at which that transformation can occur. If the transformed demon will be at least four levels higher than the protagonist, youll see a transformation warning. Furthermore, if a demon has a fusion restriction (p64), then it wont transform until after the fusion restriction is lifted.

A newly transformed demon will generally inherit the skills it had before the transformation. However, If a skill has any restrictions (see p74), they may be lifted after transformation. The demons level also changes to that of its new forms standard starting level, unless the demon was higher-level than that before the transformation. At that time, the demons stats will increase by an appropriate amount, but skill acquisition must wait until the next time the demon gains a level.

Demon Transformation

Pr	e-Transformation		Post-Transformation				
LV6	Fairy Pixie	+	Fairy High Pixie	LV10			
LV17	Beast Inugami	+	Avatar Makami	LV22			
LV18	Snake Nozuchi	→	Dragon Gui Xian	LV24			
LV22	Beast Nekomata	+	Holy Senri	LV27			
LV24	Yoma Koppa	+	Yoma Karasu	LV28			
LV24	Brute Momunofu	+	Vile Arahabaki	LV30			
LV27	Yoma Dis	+	Wargod Valkyrie	LV33			
LV32	Snake Naga	+	Snake Raja Naga	LV37			
LV33	Yoma Karasu	+	Genma Kurama	FA38			
LV38	Snake Mizuchi	+	Dragon Long	LV44			
LV42	Yoma Onkot		Genma Hanuman	LV46			
LV48	Fairy Setanta	+	Genma Cu Chulainn	LV52			
LV48	Yoma Jinn	 	Yoma Efreet	LV52			
LV50	Genma Hanuman	•	Fury Wu Kong	LV54			
LV16	Fairy High Pixie	+	Night Queen Mab	LV56			
LV52	Megami Sati	+	Lady Parvati	LV57			
LV53	Yoma Purski	+	Wargod Ganesha	LV58			
LV58	Beast Sparna	+	Avian Garuda	LV63			
LV60	Jirai Gogmagog	→	Entity Albion	LV64			
LV62	Divine Throne	*	Seraph Uriel	LV73			
LV60	Megami Scathach	+	Lady Skadi	LV74			
LV74	Tyrant Abaddon	+	Tyrant Aciel	LV77			
LV12	Night Lilim	+	Night Lilith	LV80			
LV86	Tyrant Beelzebub (Man)	+	Tyrant Beelzebub (Fly)	LV95			

SKILL POWER-UP/CHANGING

At the time of leveling up a message will appear saying (Name of demon) is attempting to change a skill. The message occurs right before the power-up event. If the ally carries an original skill from the table below there is a 25% chance that this event will occur. When the player answers Yes to the question, Let it continue? the skill will change into a powered-up skill.

However, that is only when the event is successful. There is a 50% chance that the power-up will fail, and the skill will change into something randomly chosen from the list of skills that are one point higher on the difficulty scale (see p308).

If an ally succeeds at powering up a skill, or another demon in the party has already powered up, the second power-up event will probably provide a change. Furthermore, if a skill has already been powered-up, it will change instead.

Examples of Changing

Each skill with an inherited difficulty degree of 7 (Agidyne, Bufudyne, Ziodyne, Zandyne, Void Fire, Void Ice, Void Elec, Void Force, Retaliate)

transform into skills with an inherited difficulty degree of 8 (Hell Fang, Tempest, Dark Sword, Heat Wave, Glacial Blast, Megido, Violet Flash, Void Expel, Evil Gaze, Void Death, Makajamon, Tentarafoo, Allure, Mediarama, Recarm, Debilitate, Tetrakarn, Makarakarn, Mana Surge, Watchful).

Skills that go against the restriction of the apparent inheritance type (p74) will not change.

Skill Power-Up

Original Skill	After Power-Up	Original Skill	After Power-Up	Original Skill	After Power-Up
Agi =	Maragi	Patra =	Mepatra	Bright Might	Might
Agilao	Maragion	Recarm	Samrecarm	Dark Might	Might
Agidyne =	Maragidyne	Makajam =	Makajamon	Counter	Retaliate
Bufu =	Mabufu	Megido -	Megidola	Retaliate =	Avenge
Bufula -	Mabufula	Megidola =	Megidolaon	Anti-Fire	Void Fire
Bufudyne -	Mabufudyne	Needle Rush	Toxic Sting	Anti-Ice =	Void Ice
Zio =	Mazio	Toxic Sting	Stun Needle	Anti-Elec =	Void Elec
Zionga	Mazionga	Stun Needle -	Arid Needle	Anti-Force =	Void Force
Ziodyne	Maziodyne	Feral Bite	Venom Bite	Anti-Expel	Void Expel
Zan =	Mazan	Venom Bite	Charm Bite	Anti-Death =	Void Death
Zanma	Mazanma	Charm Bite =	Stun Bite	Anti-Curse =	Void Curse
Zandyne -	Mazandyne	Stun Bite -	Stone Bite	Anti-Nerve =	Void Nerve
Hama	Mahama	Feral Claw	Venom Claw	Anti-Mind =	Void Mind
Hamaon =	Mahamaon	Venom Claw	Stun Claw	Void Fire	Fire Drain
Mudo	Mamudo	Life Bonus	Life Gain	Void Ice	Ice Drain
Mudoon	Mamudoon	Life Gain	Life Surge	Void Elec	Elec Drain
Dia =	Media	Mana Bonus =	Mana Gain	Void Force	Force Drain
Diarama -	Mediarama	Mana Gain	Mana Surge	Void Phys	Phys Drain
Diarahan -	Mediarahan				



In addition to fighting demons, you can also talk to them. In this section, well explain more about talking with monsters, and how to get the most out of your deals.

Conversation System

WHAT YOU CAN GET OUT OF CONVERSATION

Naturally, there are benefits from talking to demons. Most notably, you can gain new minions through skilled negotiation, either as allies in battle or as components for fusion. You can also get Macca or items through conversation.

While you can get all these things by fighting, talking lets you profit safely without having to risk your life. Finally, you can use negotiations to avoid battle altogether, which may be the best benefit of all.



If you do manage to escape without risk from a successful negotiation, you want get any experience, Macca or items.

THE BASIC FLOW OF CONVERSATION

The chart to the right is an explanation of how the conversation system works. Conversations generally begin when either the protagonist or one of his allies initiates a dialogue. This is done with conversation skills such as Talk. What youre requesting depends on what skill youre using.

Next, the demon you are talking to will make various requests, asking you to give it something. The player must then decide whether or not to comply with the request. Even if you agree to everything, theyll make at least two requests, and can make as many as four (or more, if you reject one or more). If the demon is satisfied, itll give you whatever you initially requested. If the request was for the demon to join you, then it will ask you a final question to determine whether or not it wants to cooperate. If it doesnt like your answer, itll change its attitude and either return to battle or run away.

Use conversation skill Demon makes request Choose whether or not to comply End conversation Until the demon is satisfied or negotiations break off, the demon makes 2-4 more requests Is the demon satisfied? YES NO: Negotiations end Is the demon satisfied by your answer? YES NO: Negotiations end Negotiations successful

Different Types of Conversation Patterns

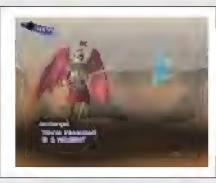


1

The best way to get a demon to join you is to comply with its request. If youre lucky (and your level is much higher than the demons), itll be satisfied after two requests, and at most will be happy after four. However, after that, the final question awaits. When the demon asks your opinion about something, its

Ask a demon to join you

a good idea to give a firm answer if your level is high enough. If everything goes well, then the demon will agree to your terms and the battle will end.



2

When asking for material goods, demons will make, at most, two requests. It is best to keep in mind what you stand to gain, so do not give away valuable items. The payoff can be quite high; for example, when youre asking for Macca, you can get five to ten times more money than if youd just defeated the demon. When youre asking for items, each demon

Ask for items or Macca

type will give you one of a preset list of three or four items, which are often quite valuable. See the item list on p342 for details. Lastly, if a demon tries to give you something you already have 99 of, it will give you Macca instead.



3

If you're just looking to avoid combat, you can use any type of conversation skill to achieve that end. However, in terms of what is most efficient, conversation skills geared towards getting items or money are best, because theyll wind up costing you less. The skill Begging is especially useful. If your target is much higher-

Avoid battle

level than you, Beggings success rate is quite high, so its great for avoiding battle with strong enemies.

The only disadvantage to using these sorts of skills is that if you succeed, only the demon you talked to will leave. If youre facing a large number of enemies, its often best to use normal conversation skills.

TIMES YOU CANNOT USE CONVERSATION SKILLS

It is useful to know that there are some enemies that you cannot talk to at all, and some that will never join you via negotiation. Talking to these sorts of demons is just a waste of Press Turns (See the details to the right). However, the Jive Talk skill will work with the Wilder, Haunt, and Foul races, and demons that refuse to join you will still listen to requests for trade. If you understand these rules and negotiate well, it will help you during play.

Cases Where You Cannot Talk

Wilder, Haunt, Foul races
Kagutsuchi is Full (there are exceptions)
Bosses and pre-set fights
In the Bandou Shrine and the Labyrinth of Amala
Demons with STONE, BIND, PANIC, SLEEP,
FREEZE, SHOCK status

Cases Where Demons Will Not Join

Element, Mitama, Vile, Tyrant, Raptor, Manikin Demons of higher level than the protagonist Your stock is full (Demon leaves after talking) Demon is already in your party (Demon leaves after talking)

INITIATING CONVERSATION

The first step in conversation is to make initial contact with the demon you want to talk to. Normally this is done either with the protagonist's Talk command or another conversation skill, but even this simple step requires some consideration. It is foolish to talk to a demon during one of the cases where you cannot talk explained on the previous page, and allies of the demon you wish to talk to can interfere as well. Here are some ways to deal with the situation.



Talking to demons that won't join you will just waste a Press Turn. Be careful.

BE CAREFUL NOT TO BE INTERRUPTED

If you are facing multiple enemies and try to talk to one, sometimes another will interrupt you. There is a 50% chance of this happening, and if it does you'll lose all your Press Turns and the enemy's turn will begin. Obviously, this is not something you want. If you're only facing two enemies, this chance is even higher as the remaining demon won't want to lose its only ally.

The best way to guard against this is to reduce the number of enemies facing you. You don't necessarily have to defeat them; if you incapacitate them with Ailments, it has the same effect. Preparing in advance for conversation is important.



If you start battle by talking and get interrupted, it has the same effect as being ambushed.

TALKING TO DARK DEMONS

Vile, Tyrant, Wilder, Haunt, Foul and Raptor are the six types of Dark races. As explained on the previous page, the Vile, Tyrant, and Raptor races will not join you via conversation, and you cannot talk to the Wilder, Haunt, and Foul races at all. However, if the protagonist has the skill Jive Talk, then you can use it to communicate with the latter three. In addition, you can request material goods from the former three, so under the right conditions you can use conversation skills to evade battle with them. Fights against Dark demons are often difficult, so using the right conversation skills in these situations can prove quite useful.



With Jive Talk, you can communicate with demons that are normally totally unintelligible.

TALKING DURING A FULL KAGUTSUCHI

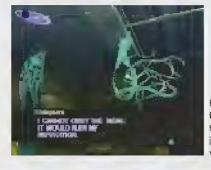
No matter what skill you use, you cannot negotiate normally with demons during a Full Kagutsuchi; the light drives them wild so that they are in more or less a drunken state. However, there is still a 30% chance that they will ask you a question rather than attack you outright. If you answer satisfactorily, they might join you or give you items or Macca (what kind of request you made makes no difference). This even works on Dark demons; you can use it early in the game to get demons that normally require Jive Talk to join you. However, if the demon is not pleased with your answer, it will attack.



When Kagutsuchi is full, normally silent demons go nuts. Also, demons will not try to interrupt you when you talk.

ASKING DEMONS TO JOIN WHEN YOUR STOCK IS FULL

If you try to get a demon to join you when your party is full, it will note that theres no space for it and leave. While this is listed as a "wasted talk" on p53, it can actually be helpful if youre looking to avoid combat. Since the demon youre talking to will immediately run away, this is a sure-fire way to get out of a fight, especially if youre only facing one enemy. This strategy wont work during a Full Kagutsuchi, though.

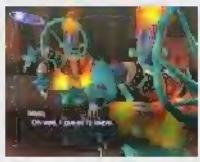


Even when your stock is full, if the demon you talk to would not normally join you anyway, this plan won't work.

WHEN YOU HAVE THE SAME DEMON IN YOUR PARTY

If you talk to a demon thats already in your party and try to get it to join you (whether your demon is active in the battle or is in your stock), itll tell you to say hello to its friend, and then leave. While this is obviously useless if youre trying to get new allies, as above, this is another extremely good strategy when youre trying to avoid combat.

Its especially useful to have one of your allies talk to a demon of the same type (i.e. having a fixie talk to another fixie). Often, they ll give you Macca or items, or restore your HP. In addition, when you have demons of the same type talk to each other, there's no chance that they ll be interrupted.



Even Dark demons can have same-race conversations when they listen to requests for money or items.

REQUESTS FROM DEMONS

Whenever you talk to a demon, they will make requests of you. They will either request Macca, items, or your HP.

When they request Macca, it's fairly simple. The only sticking point is that they will ask for more money than you would normally get for defeating them, so if you're low on funds it can be difficult. If demons ask you for Macca multiple times, the amount will decrease with each successive request. When asking for items, high-level demons will sometimes request rare items, but for the most part, as long as you have lots of Life Stones, Beads, and Chakra Drops (which all demons want) you'll be OK. What you need to be careful of are requests to drain your HP. While it seems fairly trivial, if you agree and negotiations fail, you might end up with low HP, and sometimes demons can request enough HP to kill you. The higher the level of the demon, the more HP they'll request, so you need to be careful.

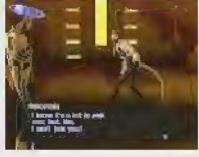


No matter what you ask for, demons will always make the same requests -- even mysteriously asking for Macca when you request the same thing.

CHANGES OF HEART, ANGER, INDECISIVENESS

Sometimes during conversation, demons will have reactions that make it seem like they're less than satisfied. This is an indication that negotiations are not going well. If you don't have any conversation support skills to prevent it, the demon you're talking to will simply cut off conversation. This is more likely to occur when you don't agree to a demon's request, but can sometimes happen even if you did everything that was asked of you.

There are three basic patterns: for demons to get "indecisive" after making a request, get "angry" when you refuse a request, and they can get "changes of heart" randomly at any time. There are conversation support skills to counter each of these three states. Its easy enough to avoid making demons angry -- just fulfill their requests. The higher-level you are, the less likely they are to become indecisive, but a lot of this is down to luck. You may just have to try again.



Female demons have frequent changes of heart. They'll make excuses when they cut off conversation, but it can make you angry nonetheless.

Conversation support skills help prevent negotiations from ending prematurely, as explained on the previous page. These skills activate automatically, but the worst that can happen is that they fail, so they're quite useful. However, note that in any single conversation, each character in your party can only use support skills once.



If more than one character has a support skill, you can use it more than once in a single conversation.

STOPPING CHANGES OF HEART

When demons have changes of heart they'll leave immediately. The skills Detain and Wine Party can stop demons like this from leaving and bring them back to negotiations. As changes of heart can take place any time during a conversation, these skills can help you

avoid that risk. However, if you're asking a demon to join you, their final question still awaits, even if you succeed in stopping them, so these skills won't solve anything.



SOOTHE ANGRY DEMONS

If you don't have the item they want, you have no choice but to refuse. If you try to give them the item anyway, theyll realize you don't have it and get angry. When a demon gets angry, not only will negotiations end, but itll immediately attack. The skills Arbitration, Wine Party, and Maiden Plea can soothe angry demons,

and may be the most useful of all the support skills.



HELP DEMONS REACH A DECISION

Sometimes demons will have trouble making up their mind, and leave. Flatter, Persuade, and Gonnection will help you when this happens, persuading them to make a decision and continue negotiations. Like skills that stop demons whove had a change of heart, these skills are useful, but theyre also quite common.

You may find your allies automatically trying to help you, even though you didnt think to prepare them in advance with support skills.



HAGGLE DOWN PRICES

The Haggle skill works differently than the other support skills as it is not automatic. To use this skill, refuse when a demon asks you for money. Youll try to bargain the demon down to a lower price. When youre trying to get money out of demons, this skill is

very useful, as it increases your profit. However, this skill is useless when you are using the Trade skill, as the demons will only request items, not money.

FINAL QUESTIONS

When youre trying to get a demon to join you, and youve satisfied it via negotiations, youll be asked a final question at the end of the conversation. These questions are meant to determine the worthiness of the protagonist, and occasionally will be Reason-oriented (see p13). The explanation on p53 will tell you how this works, but theres really no way to know whether or not an answer is right. A lot depends on pure chance and how the demon is feeling.

For example, the Nihilo-aligned Night Incubus might ask you if you think the useless should be disposed of. While Yes would be a Yosuga-oriented answer, if you reply No to try to please the Incubus, it might get angry anyway.



Some demons ask questions that are difficult to understand. Try and get a good grasp of exactly what they're asking.

ENDING NEGOTIATIONS

There are many ways that negotiations end; obviously the best is to have the demon agree to your demands. Other results have been indicated as "failures" before, but there are actually several different patterns of failure.

The first is simply reverting to a "pre-conversation" state. This happens when the demon gets mad or can't make up its mind, and simply wastes a Press Turn. Sometimes the demons will leave instead. This will always happen if a demon is not pleased by your answer to its final question, and sometimes they'll give you something before they leave. As this reduces the number of enemies you have to fight, this sort of failure can actually work to your advantage. The worst case scenario is when you make the demon angry and battle automatically switches to the enemy's turn. For this reason, it is best to agree to the demon's demands once conversation has started.



Refusing a demon's request will not always result in changing turns to the enemy side, but it is best to play it safe. Every once in a while, demons from the enemy side will initiate conversation. There are three types of conversations that a demon can start, and which type itll be changes from demon to demon. You cannot choose the result of the conversation (e.g. whether or not you get items or an ally); its the demons decision.



When the enemy turn begins and a demon decides to initiate conversation, a "!" mark will appear above it.

DEMON-INITIATED CONVERSATION

This type of conversation only happens when the enemy ambushes you. The demon will always talk to the protagonist, and either ask questions or request an item. If you give an answer that pleases it, it'll give you Macca, items, information, or join you. If you don't please it, then combat will begin again, with full Press Turns on the enemy side.



Sometimes demons will ask Reason-oriented questions. If you are aiming for a specific Reason, answer carefully.

BEGGING TO BE SPARED

If you attack an enemy when it is the only one left, or kill off all enemies but one with a single attack, sometimes the remaining demon will beg for its life. You can choose whether or not to spare it or defeat it. If you choose the latter, combat continues, but if you choose the former, then the demon may reward you with items or join you. However, if you let your guard down, they will sometimes take the opportunity to attack.



The last one to attack will be the one that the demon talks to. Even if it is a demon with no conversation skills, you can still communicate.

OPPORTUNISTIC CONVERSATION

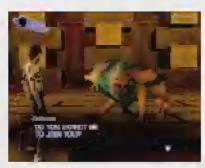
When there are multiple enemies you can talk to, and you successfully negotiate with one, sometimes another will initiate conversation and ask for the same deal. This only happens when trading items or money, and the same skill you used to initiate the conversation will be used against the new demon. If you're lucky and this happens, you can perform multiple conversations without using up any extra Press Turns.



While these usually end up good deals, using the 'Loan' skill several times in a row can become problematic.

CONVERSATION TYPE SETTINGS

Both demons that do and don't normally appear in random encounters have three "conversation type" settings: Manner, Gender, and Age. Manner indicates the way a demon speaks, and affects its questions and expressions. Gender and Age are supplementary to type, so, for example, an Old Woman will usually have a Gender of Female and an Age of Adult. However, there are a good number of demons that only have a Type setting, and have no Age or Gender.



Orthrus' type is "Beast," and does not have either an Age or a Gender. Most animal-type demons follow this pattern.

CONVERSATION AFFINITY -- GOOD AND BAD

During conversation, you will sometimes get messages that what you said made a particularly good or bad impression on the demon you talked to. This only happens in demon-to-demon conversation, and is based on the affinity of the demons' conversation types. Each conversation skill has specific effects on certain types of demons. Therefore if you use a skill that has a Good effect on a certain type of demon, you are far more likely to succeed in negotiations, and if you use a skill that has a Bad effect on the same demon, you will only make it angry no matter how hard you try.

For example, the Kidnap skill has a Good effect when a demon with an Adult age uses it against a demon with a Child age; the frightened child will join you without making any requests. There are some skills that require both the Age and the Gender of the demons to be correct, and others that require certain differences in level between the two. What skills have what Good and Bad effects are listed on the Conversation Skill Data list starting on p338.

In addition, there are Conversation Support skills that have these sorts of affinities, but there are no Bad effects amongst them.

Example of Good Effects

Megami Laksmi uses Seduce (Good: Female->Male, Bad: Male->Male) against Fairy Oberon. Laksmi's Conversation type is Lady/Female/Adult, and Oberon's is Gentle/Male/Youth so this is a Good effect. When conversation begins you'll get a message to that effect and negotiations will go smoothly. If you're lucky, Oberon will join you without asking for anything

Example of Bad Effects

You can create a Fury Beiji-Weng with Seduce using Megami Laksmi as a component. If you used this Beiji-Weng to talk to Oberon as above, Beiji-Weng's type is Elder/Male/Adult so that is a Bad effect, and you will get a message indicating such. Afterwords, Oberon's requests for money will be higher, he may leave even if you agree to his demands, and there is a good chance he will just get angry and attack outright.

SPECIAL CONVERSATIONS

There are some times where a specific demon talking to another specific demon can produce special effects that are unconnected to those demons' Types. The "Special Conversations" listed below show these combinations, and through them you can gain items, or sometimes lose your turn to the enemy.

These conversations are between demons connected through mythology, (see the list below) and any conversation skill will work. Each special conversation can only be done once per game, and the items you get are gems and rare items, so it's worth it to see as many as you can.



Mythos Talking Demon Partner

Except for Gabriel, all Seraphs can only get conversation skills through skill inheritance.

Special Conversations and Items

Mythos	Talking Demon	Partner	Item		
Norse	Odin	Loki	Great Chakra		
	Valkyrie	Loki	Vi Incense		
	Thor	Loki	Ruby		
Celtic	Scathach	Setanta	Lu Incense		
Indian	Shiva	Naga	Great Chakra		
	Sniva	Raja Naga	Diamond		
	Kali	Dakini	Ag Incense		
	Garuda	Raja Naga	Soma		
	Sarbaa	Naga	Switch Sides		
	Barong	Rangda	Switch Sides		
	Dionysus	Mada	Ma Incense		
Greek	China	Orthrus	Chakra Pot		
	Chimera	Cerberus	Soma Droplet		
	Orthrus	Cerberus	Chakra Pot		
Japanese	Uzume	Sarutahiko	Emerald		
	Kurama	Корра	Soma Droplet		
	Koruma	Karasu	Lucky Ticket		
Christian		Angel	Amethyst		
		Archangel	Opal		
		Princi pality	Jade		
	Michael	Power	Sapphire Emerald		
		Virtue			
		Dominion	Pearl		
		Throne	Diamond		

Myllios	Talking Demon	raillei	nem	
Christian		Angel	Agate	
		Ruby		
		Principality	Amethyst	
	Raphael	Power	Opal	
		Virtue	Jade	
		Dominion	Sapphire	
		Throne	Emerald	
		Angel	Ruby	
		Archangel	Amethyst	
		Opal		
	Gabriel	Power	Jade	
		Virtue	Sapphire	
		Dominion	Emerald	
		Throne	Pearl	
		Angel	Turquoise	
		Archangel	Aquamarine	
		Principality	Agate	
	Uriel	Power	Ruby	
		Virtue	Amethyst	
		Dominion	Opal	
		Throne	Jade	



The Fusion System is the deepest and most fun part of the *Megami Tensei* games. Its essential for strengthening your party and progressing smoothly through the game. Become a Fusion Master!

Fusion System

WHAT YOU CAN GET OUT OF FUSION

Demon Fusion is used to create new demon allies for your party. Making one new minion costs you at least two others, but it has major benefits.

When youre pursuing a demon fusion, keep in mind that the end goal is to make a demon thats better than both what you used to make it, and a demon you could simply recruit via conversation. When youre creating new demons, theres a definite tradeoff involved, and you should try to make sure that the final product is powerful enough to make the tradeoff worth it.



You can learn about the important basics of fusion from the minister of the Cathedral of Shadows.

TYPES OF DEMON FUSION

Basically, demon fusion is a simple equation: Demon A + Demon B = Demon C. However, it has a few extra rules, and those extra rules are an important key to understanding the Fusion System. This is a simple summary of how it works.

As you can see from the list on the right, there are seven basic types of fusion. The details of each type are explained on the following pages.

In order to create the kinds of minions that you want, its important to understand the often complicated rules behind each of the fusion types. If you just fuse your demons at random, it will be difficult to create the kinds of allies you want, which will make both combat and exploration difficult.

Rather than experimenting with trial and error at the Cathedral of Shadows, its better to find out in advance what kinds of demons youll need as components, and only recruit the ones you need.

Basic Types of Fusion

Normal Fusion — Fusion that creates a new demon from two component demons. Fusing demons of different races works differently than fusing two of the same race.

CURSE Fusion — Fusion performed when the protagonist has CURSE status. Basically the same as Normal fusion, with some differences. Useful for fusing Dark demons.

Rank Up Fusion — By fusing a demon and an Element, you can create more powerful demons of the same race. See the next page for information on Rank.

Power Up Fusion -- A fusion that raises a demon's stats, by fusing it with a Mitama.

Sacrificial Fusion -- By adding an additional demon as a sacrifice, you can create a demon with more skills and experience.

Special Fusions -- Create a special demon by combining specific component demons, ignoring other fusion rules. There are several demons that can only be created by this method.

Fiend Fusion -- A special type of fusion used to create Fiends. For details, see p69.

BASIC FUSION RULES

The following explains the basic rules that apply for most fusion types. First you should consider the races of your two component demons, as the race of nearly all fusion products is determined by them. You can determine the product of a fusion by looking at the Fusion Chart (p66).

Once you find the resulting race, the next thing that needs to be calculated is the level of the resulting demon. The base level is determined by averaging the base levels of component demons A and B, adding 1, and rounding down. The final result of the fusion will be a demon at this level, or at the level closest to the result. Dont forget that you cannot use fusion to make a demon of higher level than your protagonist, regardless of what type of Fusion youre using.

Example of Fusion Calculation

When fusing a Level 18 Divine Archangel and a Level 19 Fairy Pyro Jack, you can see on the chart that the result will be a Megami. Its level will be (18+19) + 2 + 1, or 19.5. Rounded down, we get 19. Next, well need to find the first Megami at Level 19 or higher. In this case, that lbe a Level 30 Megami Sarasvati.



The initial level of a fusion component is what is used to calculate the final product. If you've advanced it in levels, those are ignored for the purpose of fusing.

ABOUT LEVEL AND RANK

As explained above, a demon's level is important when fusing, but when youre performing a Rank-Up fusion, a demons Rank is taken into consideration. A demons Rank is its place in comparison to other demons of its race.

For example, take the Fairy race. The lowest-ranking Fairy is Pixie, and then Jack Frost, High Pixie, Pyro Jack, Kelpie, Troll, Setanta, Oberon, and Titania at the top. These ranks are used as the basis of Rank-Up fusions, and are used to calculate the fusion products therein. However, there are some demons that cannot be created via fusion. For example, High Pixie above is created through Transformation, so her rank is not considered. Therefore, Pyro Jack is considered one rank above Jack Frost. If you don't understand this point, you could end up creating a demon you weren't expecting to, so it is important to remember.



This is what it looks like when you do a Rank-up fusion at the Cathedral of Shadows. Up arrows indicate Rank-Up, and down arrows indicate Rank-Down.

DEMONS WITH FUSION RESTRICTIONS

Some demons either cannot be created via fusion, or cannot be created until certain conditions are met. These are known as Fusion Restrictions, and the conditions under which theyre lifted are listed in the chart below. These can be separated into bosses which you can make once youve defeated them, or demons that wont join you unless you create them via Transformation (see p50). As indicated earlier, these demons are exempt from Rank fusions.



There are some demons whose Ranks start counting once you have met their conditions, and can be created through Rank-Up fusions.

Fusion Restrictions and When They Are Lifted

Demon Name	When restrictions are lifted					
Night Kaiwan	After fighting Kaiwan (Boss) in Nihilo					
Brute Kin-Ki	After fighting Kin-Ki in Ikebukuro Tunnel					
Brute Suî-Ki	After fighting Sui-Ki in Ikebukuro Tunnel					
Brute Fuu-Ki	After fighting Fuu-Ki in Ikebukuro Tunnel					
Brute Ongyo-Ki	After fighting Ongyo-Ki in Ikebukuro Tunnel/Special Fusion					
Femme Clotho	After fighting the Moirae Sisters in the Obelisk					
Femme Lachesis	Same as above					
Femme Atropos	Same as above					
Vile Girimehkala	After fighting Girimehkala in Yoyogi Park/Special Fusion					
Tyrant Aciel	After fighting Aciel in Amala Temple/Transformation only					
Lady Skadi	After fighting Skadi in Amala Temple/Special Fusion					
Entity Albion	After fighting Albion in Amala Temple/Transformation Only					
Seraph Uriel	After finishing Mifunashiro/Transformation only					
Kishin Bishaman	After fighting Bishamon in the Northern Temple					
Tyrant Surt	After fighting Surt in Diet Building					
Vile Mada	After fighting Mada in Diet Building					
Tyrant Mot	After fighting Mot in Diet Building					
Deity Mithra	After fighting Mithra in Diet Building					
Vile Samael*	1) After fighting Samael in Diet Building					
	2) Upon entering Kagutsuchi tower if you didn't fight Samael					
	3) On the Shijima route, after the event in Kagutsuchi Tower					
Kishin Thor	After fighting Thor in Kagutsuchi Tower					
Fiends (Except Dante)	After fighting each Fiend/Requires a "Deathstone"					
Night Black Frost	After Black Frost joins you in the 3rd Kalpa					
Tyrant Beelzebub (Man)	After fighting Beelzebub in the 4th Kalpa					
Kishin Futomimi	After the 'Afterlife Bell" event,5th Kalpa					
Foul Sakahagi	After the 'Afterlife Bell" event,5th Kalpa/Special Fusion					
Seraph Metatron	After fighting Metatron in the 5th Kalpa/Special Fusion					

※All three conditions require a special fusion

Demons That Cannot Join You Through Normal Fusion

Restriction	Demon Name
Can only be	Fury Wu Kong
made through	Lady Skadi
Transformation	Lady Parvati
	Avatar Makami
	Holy Senri
	Yama Efreet
	Yoma Karasu
	Fairy High Pixie
	Snake Raja Naga
	Dragon Long
	Dragon Gui Xian
	Vile Arahabaki
	Tyrant Aciel
	Night Lilith
	Night Queen Mab
	Seraph Uriel
	Wargod Ganesha
	Wargod Valkyrie
	Genma Kurama
	Genma Hanuman
	Genma Cu Chulainn
	Avian Garuda
	Entity Albion
Į	Tyrant Beelzebub (Fly)
Can only be	Deity Amaterasu
created via	Fury Shiva
special fusion	Brute Ongyo-Ki
	Vile Samael
	Vile Girimehkala
	Seraph Michael
	Seraph Gabriel
	Seraph Raphael
	Raptor Gurr
	Foul Sakahagi
	Seraph Metatron

RULES FOR NORMAL AND CURSE FUSIONS

Outside of using Elements or Mitamas (see below), Normal Fusion is fusion of two demons and can be calculated using the rules on p63. The Fusion chart is on the next page. CURSE fusion rules apply when the protagonist performs the fusion while in CURSE status. It is easier to create DARK demons with Curse fusions, so they can be useful in that sense.



When you enter the Cathedral of Shadows when in CURSE status, the BGM changes, and the minister of the Cathedral identifies you as being cursed.

CREATING ELEMENT AND MITAMA FUSION RULES

This is a variation on normal fusion rules. When you fuse two demons of the same race together you create an Element, and when you fuse two Elements together you create a Mitama. Which Element or Mitama you create depends on which components were used in the fusion, so there is no need to worry about the demons' Level. You can see the various results on the chart on the next page.



Elements and Mitama are special races. In addition to fusing them, you can trade for them at Rag's Jewelry.

RANK UP FUSION RULES

When you fuse an Element with a demon of another race, you will perform Rank-Up or Rank-Down fusions. Whether or not the demon's rank will raise or lower depends on the combination (see the chart on the next page for details) so you do not need to worry about Level. You cannot perform Rank fusions on Mitama or Fiends. Also, when you are Cursed, the Rank up/down combinations are reversed.



You cannot perform Rank Up or Rank Down fusions on the highest and lowest demons of their race, respectively.

POWER-UP FUSIONS

Power-up Fusions are performed by fusing Mitama with Demon A of another race, and raise the statistics of Demon A. You will not create any new demons via this method. What stats are raised will depend on the Mitama you're using. See the next page for details. Also, you cannot perform Power-Up fusions on either Elements or Mitama.



There's a limit to how high you can raise a demon's stats, but if you increase its base stats, you can perform Power-Up fusions again (see p67).

DEMON FUSION CHART

-- - X = Cannot Fuse

= ELEMENT = MITAMA

= DARK

	Deity]															
Deity	×	Megami															
Megami	х	×	Fury														
Fury	х	Deity 	×	Lady													
Lady	х	Fury Vle	Vile Vile	×	Kishin												
Kishin	Fury Vile	Lady ·	Lady	Fury Tyrant	х	Holy											
Holy	Megami Foul	Divine Foul	Kishin Vile	Avatar Vile	Lady 	Flaemis	Yoma										
Yoma	Megami Foul	Kishin Vile	Holy Wilder	Night Haunt	Femme Haunt	Divine Foul	Aquans	Fairy									
Fairy	Night Night	Fallen Night	Brute Haunt	Yoma Haunt	Brute Haunt	Megami Wilder	Holy Wilder	Aeros	Divine								
Divine	Megami Foul	Holy Foul	Deity Vile	Megami Foul	Vile Haunt	Fairy Foul	Snake Wilder	Megami Foul	Aeros	Fallen							
Fallen	Fury Vile	Divine Foul	Vile Vile	Fury Haunt	Night Night	Beast Wilder	Jirae Haunt	Yoma Foul	Vile Wilder	Erthys	Snake						
Snake	Kishin Vile	Fairy Foul	Kishin Vile	Femme Havnt	Femme Haunt	Kishin Night	Night Haunt	Yoma Haunt	Fairy Haunt	Beast Haunt	Aquans	Beast					
Beast	Avatar Wilder	Holy Wlder	Avatar Vile	Snake	Holy Wilder	Avatar Night	Fallen Night	Divine Wilder	Holy Foul	Night Haunt	Brute Night	Aeros	Jirae				
Jirae	Brute Haunt	Lady Night	Femme Haunt	Beast Haunt	Snake	Beast	Beast Haunt	Yoma Wilder	Night N'ght	Brute Wilder	Fallen Haunt	Yoma Haunt	Erthys	Brute			
Brute	Kishin Vile	Femme	Lady	Fury Haunt	Snake	Femme Wilder	Femme Haunt	Night Foul	Yoma Nght	Jirae Haunt	Beast Fou	Femme Wilder	Fairy Haunt	Erthys	Femme		
Femme	Lady 	Fairy Vle	Lady	Kishin Vile	Lady 	Lady	Brute 	Haunt Wilder	Beast Wilder	Wilder Haunt	Kishin Vile	Foul Wilder	Wilder Haunt	Beast Haunt	Aquans	Vile	
Vile	×	Fury Tyrant	Tyrant	 Foul	 Foul	×	Jirae Haunt	Night Haunt	Fallen Wilder	Brute Haunt	Kishin Wilaer	Foul Fou	Haunt Haunt	Haunt	Brute Haunt	×	
Tyrant	X	×	Deity Vile	×	X	 Foul	Night Night	Night Night	Vile Vile	Fury Vile	Brute Haunt	Night Night	Wilder Wilder	Haunt Haunt	Lady	Fury Haunt	
Night	Vile	Fallen Wlder	Lady	Kishin Vile	Femme	Fairy Wilder	Divine Foul	Snake Wilder	Snake Foul	Haunt Haunt	Fallen Haunt	Fairy Wilder	Foul Wider	Kishin Haunt	Jirae Foul	Lady	
Wilder	X	Vile Night	X	Haunt Haunt	×	 Night	Beast Haunt	Yoma Haunt	Fallen Foul	Night N ght	Night Night	Jirae Haunt	Brute Night	Fairy Night	Fallen	Foul Foul	
Havnt	Х	 Foul	×	Vile Foul	x	 Night	Jirae Foul	Night Foul	Jirae -	Night Foul	Brute Fou	Wilder Wilder	Vile Wi der	Foul	Foul	Foul Foul	
Foul	X	 Haunt	х	Vile Haunt	х	 Wider	Snake Wider	Haunt Night	Fairy Haunt	Vile Haant	Fallen Haunt	Wilder Wilder	Femme Wilder	Wilder	Wilder Haunt	Haunt Haunt	
Seraph	х	Deity Tyrant	Vile Vile	Deity Fou	Divine Fou	Divine Foul	Megami Foul	Holy	Megami Foul	Lady	X	Fou	X	X	X	Divine	
Wargod	Kishin Vile	Deity	Deity	Kishin Vile	Fury Vie	Kishin		Foul	Holy Wilder	Lady	Kishin Vile	Holy Vi e	Kishin		 Vile	Kishin	
Genma	Megami	Divine	Foul Lady	Femme	Megami	Yoma	rlaunt 	Night 	Megami	Lady	Femme	Fairy	Wi der Lady	Divine	Night	Yoma	
Dragon	Tyrant	Avatar	 Eaul	Haunt 	Tyrant Fury	Night Snake	Avatar Earl	Night Snake	Megami	Snake	Haunt Lady	Night Snake	Night Kishin	Night Night	Night	Foul Snake	
Avatar	Wilder Megami Wilder	Wilder Deity Wilder	Holy	Fury	Vi e Holy Wilder	Megami Turant	Divine	Divine	Megami	Divine Foul	Lady Wilder	Snake Wilder	Kishin	Haunt Kishin	Vile Kishin Vile	Deity	
Avian	Megami	Deity	Wilder Kishin Vile	Wilder Vile	Lady	Tyrant Lady	Wi der Night	Wilder Night	Wilder Snake	Snake	Kishin	Femme	Wi der Kishin	Haunt Kishin	Brute	Wilder	
Raptor	Tyrant Tyrant	Tyrant Tyrant	Tyrant	Kishin Vile	Tyrant	Wilder Wilder	Haunt	Haunt	Foul	Foul	Foul	Wilder	Foul	Fury	Foul	Tyrant Fury	
Entity	Megami	Deity	Lady	Fury	Fury	Kishin	Megami	Megami	Megami	Kishin	Foul	Wilder Holy	Fury	Fury	Lady	Tyrant	
Flaemis	Vle	Vle	Vile	Vile	Vi e	Ví e	Night	Night	N ght	N'gh1	Haunt	Haunt	Hauni	Hauni	Hauni	Foul	
Aquans	X	X	X	X	X	X			\rightarrow	X	\rightarrow	X	X	\rightarrow	\(\rightarrow\)	X	
Aeros	X			X			\rightarrow	X	X		X				-	_	
Erthys	-	<u> </u>	<u> </u>	\triangle								7		\triangle	\Rightarrow	<u> </u>	
21.1173										\triangle							

How to Use the Chart

You can use this chart to find the results of Normal, CURSE, Element/Mitama, and Rank Up Fusions. See the page to the left for the key on deciphering the colors and symbols.

First pick component demon A's race from the left column, and find component demon B's race in the diagonal top row of races. The cell where these two intersect is the fusion result of those two races. For example, let's look at Fallen and Wilder. From the left column we find Fallen, and then see where the two intersect. You'll hit a blank area, but then you can just keep going down the Fallen column until you reach the Wilder row, which is 9 spaces below. From there, you

can see the race "Night". Be careful not to mistake the Normal result (black letters) from the CURSE fusion result (red letters).

When looking for an Element fusion, just look where the row and the column of the same race intersect. For Rank-Up fusions, the bottom 4 rows show the results when fusing each race with the Elements. The bottom-right corner shows Element-Element fusions: in other words, Mitama fusions.

If you want to use a Fiend as a fusion component, they are the same as the Tyrant race. Just use the Tyrant row instead.

Calculating Resultant Demon Level

Base Level = (Demon A's Level + Demon B's Level) 4 2 + 1

The final product will be the demon of the resulting race whose level matches the Base Level value. If there is no demon of that level among that race, the next highest above the "Base Level" value will be chosen.

Power-Up Fusion Chart

Mitama being fused	Statistics that raise
Saki Mitama	Vi and Lu x 1.2
Kusi Mitama	Vi and Ag x 1.2
Nigi Mitama	Ma and Lu x 1.2
Ara Mitama	St and Ag x 1.2

The upper limit for powering up a statistic is 2 times the base level of that statistic. But as statistics raise with levels, it is possible to power up a demon that has hit its limit again, after it has gained some more base statistics.

										statistic	s.	1, 41101		90		
Tyrant																
Х	Night															
Lady	Erthys	Wilder														
Night Night	Beast Foul	Aeros	Haunt													
Foul Foul	Yoma Foul	Jirae Foul	х	Foul												
Haunt Haunt	Brute Wilder	Beast Haunt	Brute Wilder	×	Seraph											
Fallen	Fallen Foul	Foul	Fallen	Fallen	Flaemis	Wargod										
×	х	х	Х	×	Kishin Vile	х	Genma									
Yoma Night	Holy 	Yoma 	х	X	Megami Tyrant	Holy Wilder	х	Dragon								
×	Femme	х	×	Snake	Holy Wilder	Lady	Holy Wilder	х	Avatar							
Wilder	Holy Wilder	Foul	 Wilder	Wilder	Deity Tyrant	Deity Wilder	Kishin Vile	Kishin Vile	х	Avian						
×	Femme	×	Х	х	Megami Tyrant	Kishin Vile	Megami Tyrant	Fury Vile	Holy Wilder	х	Raptor					
Fury Fou	Vile Foul	Vile Haunt	Vile	Vile 	×	×	Lady	×	Wilder Wilder	Megami Tyrant	×	Entity				
 Fou	Brute Foul	Brute Fool	Brute Foul	Brute Haunt	Deity 	Fury 	Fury 	Lady 	Fury 	Deity 	Vile -	х	Flaemis			
X	X	\rightarrow	X	X	×	х	×	х	×	×	×	×	х	Aquans		
X	X	\rightarrow	X	\rightarrow	×	×	×	×	×	×	×	×	Saki mitama	×	Aeros	
X	\rightarrow	X	\rightarrow	X	х	×	×	×	х	х	х	×	Ara Mitama	Kusi Mitama	Х	Erth
X	X	X	X	X	×	х	х	×	×	×	×	×	Kusi Mitama	Ara Mitama	Nigi Mitama	×

ABOUT SACRIFICIAL FUSIONS

Sacrificial Fusions are like normal fusions, except that a third demon is added into the mix as a sacrifice. That extra demon will be destroyed during the fusion, but the result will be higher-level than usual.

The biggest benefit from this type of fusion is that you can transfer the third demons experience into the fusion result. The amount of experience transferred depends on how much experience the sacrifice has gained, but its usually enough to raise the level of the fusion result by one or more. Youll need to be careful here, as if your new demon is going to be of a higher level than the protagonist, the fusions impossible. (Its great for your second time through the game, though.)



Right after the fusion begins, the Sacrificed demon is impaled on beams of light. Through its sacrifice, the demon resulting from the fusion will gain its valuable experience.

SACRIFICIAL FUSION RULES

Sacrificial Fusions can only be performed when Kagutsuchi is full, and it is fairly easy to predict their results. The basic rules are exactly the same as those when performing a normal, double fusion.

First, from component demons A and B, the result of the fusion, demon C, is determined. The Sacrificed demon will only influence the result in terms of how much experience it will gain. Demon C will gain 1.5 times the amount of experience that the Sacrifice has gained since it entered your party. As the products of normal fusions start with no experience points at all, this is a pretty large bonus. In addition, if the Sacrificed demon had sufficient experience, demon C will level up and its stats will increase. However, it will not learn any new skills until the next time it gains a level.



As the component demons have more skills between them, Sacrificial Fusions are also useful for transferring skills. For more details, see p72.

FIEND FUSION RULES

Two notable differences about Fiend Fusion are that first, levels are irrelevant and only demon race is taken into consideration, and second, that Deathstones acquired in the Amala Labyrinth are needed for the fusion. Below is a description of how these rules work.

First, since all Fiends require special conditions to fuse, you must first defeat the corresponding Fiend that you wish to fuse. In addition, for each Fiend fusion, a Deathstone is required, so you need to be carrying one in advance.

If those conditions are fulfilled, then you should first look at the list below. To create a Fiend, you need to perform normal Yoma, Fairy, Night, or Tyrant fusions during specific Kagutsuchi phases. For example, if you want to create Matador, you would perform a fusion that would normally create a Yoma during a Kagutsuchi phase of 1/8-HALF, and if you wanted to create Trumpeter, you would perform a fusion to create a Tyrant during a Full Kagutsuchi. As Daisoujou and Trumpeter can be fused during a Full Kagutsuchi, you can perform Sacrificial fusions to make them. Just use the chart on p66 to find out how to fuse each corresponding race. If you want to use a Fiend as a fusion component, please see the list on the right for details.

Fiends as Fusion Components

On the fusion chart, Fiends act the same as the Tyrant race does. However, they cannot be used in place of Tyrants for Special fusions that require a Tyrant as a sacrifice.

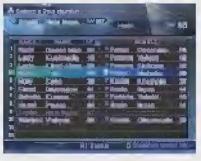
Fiends cannot be fused with Elements.

Fiends can be powered up with Mitamas.

Fiend Dante cannot be fused at all.



Unlike other fusion types, there is no risk of fusion errors when performing Fiend fusions.



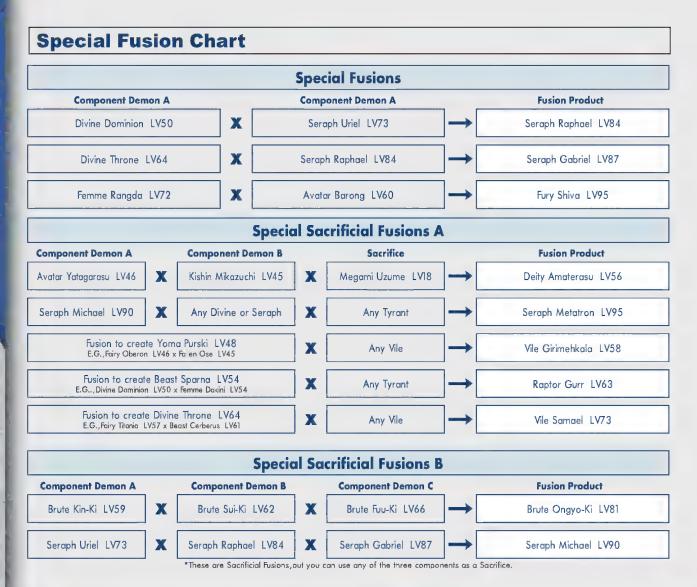
If the phase of Kagutsuchi is right and you have a Deathstone, you can fuse Fiends when trying to fuse another race, which can be an annoyance.

Fiend Fusions by Kagutsuchi phase

Kagutsuchi	Race created by normal fusion										
Phase	Yoma	Fairy	Night	Tyrant							
NEW	White Rider	Red Rider	Black Rider	Pale Rider							
1/8											
2/8	Matador										
3/8	Matagor										
HALF				The Harlot							
5/8		Hell Biker									
6/8		пен вікег									
7/8			Daisoujou								
FULL				Trumpeter							

SPECIAL FUSIONS

Special Fusions are given precedence over all other fusion types, and produce unique demons by fusing specific demons together. Below is a list of all the Special Fusions in the game, and they are either done by Normal or Sacrificial fusions. The demons created by this fusion type cannot be fused using any other methods. Therefore, like demon transformations, they cannot be made via rank-up or rank-down fusions.



ABOUT THE DEMONIC COMPENDIUM

Once you arrive at the Cathedral of Shadows in Ikebukuro, the Demonic Compendium becomes available for use. Whenever you first get a new demon, be it through fusion or negotiation, it gets automatically recorded in the Compendium, and you can view its stats and profile. In addition, if you pay enough Macca (see the right-hand column for the price calculation) then you can summon the demon as a minion. In addition, you can re-record a developed minion with additional skills, levels, and experience, and summon them later in this state as fusion components. It can also be to your advantage if you record the Elements or Mitama from Rags Jewelry, or the demons that you can buy from the Shady Brokers.

The demons you record in the Demonic Compendium will carry over to your second and subsequent playthroughs. If you record lots of demons with useful skills as fusion components during your first game, it will make things easier for you on your second or third time through. In addition, if you record all 184 available demons in the Demonic Compendium, bringing it to 100%, then the cost for any future summons via

the Compendium will be halved. Thats a pretty good reason to recruit all the demons you can.

Calculating the cost of summoning via the "Browse" option.

The demon you wish to summons (Power + Magic + Body + Speed + Luck) 2 4 20 = A (A - any decimals) x 100 Macca = Final Cost



The Preta bought from the Shady Broker: expensive, but with a full load of high-level skills. If you record it into the Compendium, it will cost a mere 2800 Macca to summon again.

FUSION ACCIDENTS

If a loud buzzer goes off in the middle of a fusion, there's been a fusion accident, they usually happen at a rate of 1 in 256, but during a Full Kagutsuchi, the rate goes up to 1 in 16.

The result of an accident is always a demon other than the one you were trying to make. However, the resulting demon isnt picked at random. Instead, its selected from all the demons thatre anywhere from three levels above to fifteen levels below the protagonists current level.

If you avoid fusing during a Full Kagutsuchi it isn't as dangerous, but since you can only perform Sacrificial Fusions at that point, the risk is unavoidable. If a Sacrificial Fusion ends in an accident, youll lose the entire experience bonus you wouldve gotten from the Sacrificed demon. Youll want to save your game before you try for one of these.

Note that Fiend fusions or Special fusions will never end in an accident, so use those all you like.

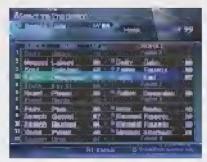


In a fusion accident, the resulting demons inherited skills are chosen at random. Any effort you made to transfer specific skills is wasted.

ABOUT SKILL INHERITANCE

Skill Inheritance is the method of transferring skills from fusion components demon A and demon B to the fusion product, demon C. Skill inheritance will happen automatically whenever you do a fusion; in this manner, you can create a demon with initial skills that differ from those of the same demon had you gotten it via negotiation. Which skills that transfer are picked at random from the two parent demons, and the exact number is decided based on the formula explained in the next section. The skills picked are added to the fusion products default skill

If you are unhappy with the skills that will be inherited, when the Cathedral's Minister says Is this demon OK? then you can pick no, and then re-choose both parents again (starting from the first demon) to get a new set of randomly chosen skills. So with a little bit of patience, you can transfer whatever skills you want. However, keep in mind that there is a select set of skills that cannot be inherited under any circumstances.



If youre unhappy with the skills transferred in a Sacrificial Fusion, you can repick the parents starting from the second demon, and get a new set of inherited skills.

THE NUMBER OF INHERITED SKILLS

The number of skills that will be inherited by any demon depends on the number of skills that the parent demons had prior to the fusion. As shown in the exact calculation listed on the bottom-right of the page, the more skills that the ingredient demons have the more skills that the fusion product will inherit. For Sacrificial Fusions, the same formula is used, only adding the number of skills from all three demons used instead of two.

Transferring more skills to a fusion product is not always a good thing. For example, if there is a specific skill that you wish your demon to inherit, the more skills you transfer, the more difficult it becomes; as the parent demons have a larger pool of skills to choose from the chance that any one specific skill will be picked decreases. Also, as demons will continue to learn skills as they gain levels, if you transfer too many to them during fusion youll end up having to throw a few away regardless, so there is less reason to worry about how many skills get inherited.



Its not difficult to fuse a demon that inherits so many skills that it ends up with its maximum of 8 skills to start with. The question becomes whether or not the skills you need get transferred.

Calculating **Inherited Skill number**

(Total number of skills among ingredient demons + 2.7) 43.7

Example: Fusing demon A (5 skills) and demon B (7 skills) will produce demon C, who inherits ((5+7) + 2.7) μ 3.7 = 3.97 skills. The decimal is dropped, so demon C ends up inheriting 3 skills in total.

Each demon has a "Transfer Type" that indicates what kind of Skill is easiest to transfer. The skills transferred during fusion are random, but is weighted depending on the fused demon's (not the components') Transfer Type. The chart below indicates how easy each type is to transfer, so, for example, a demon whose Transfer Type is "Phys" would have an easy time inheriting Phys, Conversation, and Special skills, but to transfer skills of other types, you might have to re-pick the demon several times.



The skills picked are random, so if you continue to re-pick your fusion, you can transfer Void Ice to an Ice-Weak (Fire-type) demon.

BASIC TRANSFER TYPE AND TRANSFER DIFFICULTY

In addition to the Transfer Type explained above, each skill has a "Transfer Difficulty" assigned to it. Therefore what skills get transferred depends both on the demon's Transfer Type and the Transfer Difficulty of the skill itself. For example, creating a demon whose Transfer Type is "Expel," it would be easiest to transfer the Skill Hama (Transfer Difficulty 3) and difficult to transfer the Death Skills Mamudoon or Hell Gaze (Transfer Difficulty 9). The Transfer Difficulty of each skill is listed in the Skill Data starting on p308.

Testing Ease of Transfer

As an example to show the difference in skill transfer difficulty, we prepared a Mitama that only knew the Agi (Transfer Difficulty 1) and Phys Repel (Transfer Difficulty 12) skills. We then fused it 100 times with a Deity Atavaka (Transfer Type: Phys) that only had one open skill slot. Agi was transferred 56 times, and Phys Repel, 44 times. While Phys Repel usually isnt transferred, it was inherited at roughly the same rate as Agi (the most easily transferable skill in the game) due to Atavakas Transfer Type.

Demon Transfer Type • Skill Transfer Ease Chart

									Skill	Туре							
		Phys	Fire	lce	Elec	Force	Almighty	Expel	Death	Curse	Nerve	Mind	Conversation	Heal	Support	Special	Explode
	Phys	1	5	5	5	5	5	5	5	5	5	5	2	5	4	2	5
	Healing	6	5	5	5	5	5	5	5	5	5	5	2	1	2	2	5
2	Fire	6	1	7	7	7	5	5	5	5	5	5	2	5	4	2	5
Demon Transfer Type	Ice	6	7	1	7	7	5	5	5	5	5	5	2	5	4	2	5
nsf	Elec	6	7	7	1	7	5	5	5	5	5	5	2	5	4	2	5
E	Force	6	7	7	7	1	5	5	5	5	5	5	2	5	4	2	5
9	Magic	6	3	3	3	3	5	3	3	5	5	5	2	5	4	2	5
E E	Expel	6	5	5	5	5	5	1	7	5	5	5	2	5	4	2	5
	Curse	6	5	5	5	5	5	7	1	5	5	5	2	7	4	2	5
	Support	6	5	5	5	5	5	5	5	2	2	2	2	5	2	2	

^{*}The numbers on the chart indicate the ease at which skills are transferred, with 1 being the easiest, and getting more difficult as the numbers get larger. For example demons with an "Elec" Transfer times will be able to transfer Elec, Talk, and Special skills with the most ease.

APPEARANCE TYPE RESTRICTIONS OF SKILL INHERITANCE

There is another factor that affects the transferring of skills during demon fusion, and that is the appearance type restrictions of the demon inheriting the skills. Every demons basic appearance affects what skills it can and cannot inherit. Unlike Transfer Affinity, which merely affects the chances of any given skill being inherited in a fusion, if a skills appearance type does not match with the way a demon looks, it cannot be transferred at all.

For example, the appearance affinity of the conversation skill Maiden Plea is Maiden. In order to transfer this skill in a fusion, the target demon must have Maiden as part of its appearance. So, any demon that can inherit this skill has to look like a young woman. A demon cannot inherit Weapon type skills unless it is holding a weapon, demons without wings cannot inherit Wing type skills, and so forth. There are also skills whose appearance type are Magic and Needle; these skills can be learned by any demon, no matter what they look like.



If you create Futomimi from a rank-up fusion of the weapon-holding Kishin Jikoku, then none of the sword skills Jikoku has can be transferred.

BE CAREFUL NOT TO TRANSFER USELESS SKILLS

Even if transfer type, transfer difficulty, or appearance type isnt a problem, there are skills that you wont want your demons inheriting -- skills that do no good in the fused demons arsenal. For example, transferring Fire Boost to a demon with no fire attacks, or transferring Void Phys to a demon that naturally repels physical attacks is a waste. In addition, transferring conversation skills like Seduce to a male demon is almost as pointless, given that large numbers of demons react violently to male demons using that skill. However, transferring useless skills like this can be useful if you intend to transfer the skill again in the future to a more appropriate demon. On that note, if you create a minion that accidentally inherits an inappropriate skill, you can purposely look for another demon that can use that skill well, and use your current minion as an ingredient to fuse it.



A Jikoku created through nested fusion that has all the sword skills. While rather useless in a practical sense, it still is something of an accomplishment.

CONCRETE EXAMPLES OF GOOD FUSIONS

Using the knowledge of the fusion rules discussed so far, here are some examples of demon fusions that create versatile minions. The examples below are of a customized Will o Wisp, especially designed to be a Sacrifice in a fusion, and the strongest Tyrant, Beelzebub sporting the Pierce skill. It looks like a complicated fusion, but with patience, its actually a quite simple repetition of fusions. Creating a strong minion with a minimum of effort is the mark of a master of demon fusion.



For Special Fusions, gathering the necessary component demons can be difficult, but the recipe is fixed, so it is simple in

DEMON FUSION MASTERY-1 STEP FROM ADVANCED FUSION

- Foul Will o' Wisp x Mitama Kusi Mitama
- → Foul Will o Wisp (Transferring Anti-Ice and Anti-Shock)
- Foul Will o' Wisp (from above) x Mitama Nigi Mitama
 Foul Will o Wisp (Transferring Anti-Fire and
 Anti-Flec)

This is a method of creating a Foul Will a Wisp with Fire, Ice, Electric, and Anti-Shock. Both of the Mitama involved in the fusions are bought from Rags Jewelry, as only the Mitama bought there have Immunity skills. The reason one would deliberately create this sort of Will a Wisp is to use it as a Sacrifice in fusions, so that it can transfer Immunity skills to demons that need them. Will a Wisp is a good candidate for this as its statistics are very low, with few useless extra skills, and can be summoned from the Cathedral of Shadows over and over again. Transferring all four Immunity skills will probably require a lot of re-picking when doing the fusions, but the effort is worth it as it ends up a useful minion. Furthermore, the cost to summon this Will o Wisp is a mere 3100 Macca. After completing the Demonic Compendium, the price drops even further, to 1550 Macca.

- Vile Girimehkala (Shady Broker) x Snake Yurlungur
- → Kishin Futomimi (Transferring Pierce, Bright Might, and Attack All)

Using the Girimehkala bought from the Shady Broker in the Labyrinth of Amala, this is a rather simple fusion that creates a powerful ally. Because you cant buy the same Girimehkala from the Broker more than once, remember to record it in the Demonic Compendium first before fusing it. The only potentially difficult part here is unlocking rutomimi for fusion in the first place. Yurlungur can be recruited in Kagutsuchi Tower without any negotiation, and requires no advancement before he can be fused. Also, as Futomimis Transfer Affinity is All Magic, making him inherit these three skills is fairly easy.



High-level demons with the Pierce skill are indispensable against certain basses.

When we tested it, we only had to re-pick the fusion five times before we got all three skills to transfer. As Futomimi knows Focus from the beginning, during a full Kagutsuchi, his Focus + Attack all (critical hitting with Bright Might) makes him a terrific powerhouse. And with Pierce, unless hes facing an enemy that repels Physical attacks, hes nearly unstoppable. If you use this Futomimi as a component in future fusions, the following pattern becomes a possibility:

- Kishin Futomimi x Entity Albion
- → Fury Beiji-Weng (*1)
- Fury Beiji-Weng x Vile Girimehkala
- → Tyrant Abaddon → (Transform) → Tyrant Aciel
- [CURSE fusion] Tyrant Aciel x Any Element
- Tyrant Beelzebub (Human)
 (Transferring Pierce, Bright Might, etc)

This is an example of transferring Pierce and Bright Might like above, only to Tyrant Beelzebub, whos already a top-class ally. The biggest problem is creating Albion in the first place; to make him you must transform Jirae Gogmagog, and that requires Gogmagog to gain 125,000 experience points. Also, as the more skills that the component demons have, the more skills the fusion product inherits, its advisable to build up the other component demons to a certain extent. The most important thing is to make transfer of Pierce, Bright Might and Focus your first priority, so keep re-picking your fusions if you cant get them to transfer the first time. As a note, when fusing Beiji-Weng, if you didnt prepare a Futomimi as listed earlier, you can use Snake Quetzalcoatl or Jirae Gogmagog instead; just summon the Brokers Girimehkala from the Demonic Compendium for the second fusion. That will cost you 36,900 Macca (half that if you've completed the Compendium). As you need a lot of experience points (about 167,000) to transform Abaddon into Aciel, you might want to create Abaddon with a Sacrifice to reduce the level-building load; that also increases the number of skills inherited which makes this easier. Finally, you need to perform a Rank-Up Curse fusion. There arent many opportunities to become cursed; try leveling up while equipping the Magatama Kailash, as you have a high chance of getting cursed when that happens. It doesn't matter which Element you pick for the fusion, but the more skills it has, the better. If you manage all that, you can create a Mercing Tyrant Beelzebub like the one in the screenshot to the left. While you might worry about skill transfer throughout this, Abaddon's transfer affinity is All Magic and Beelzebubs is Support, so both will inherit skills like Pierce and Focus fairly easily.

























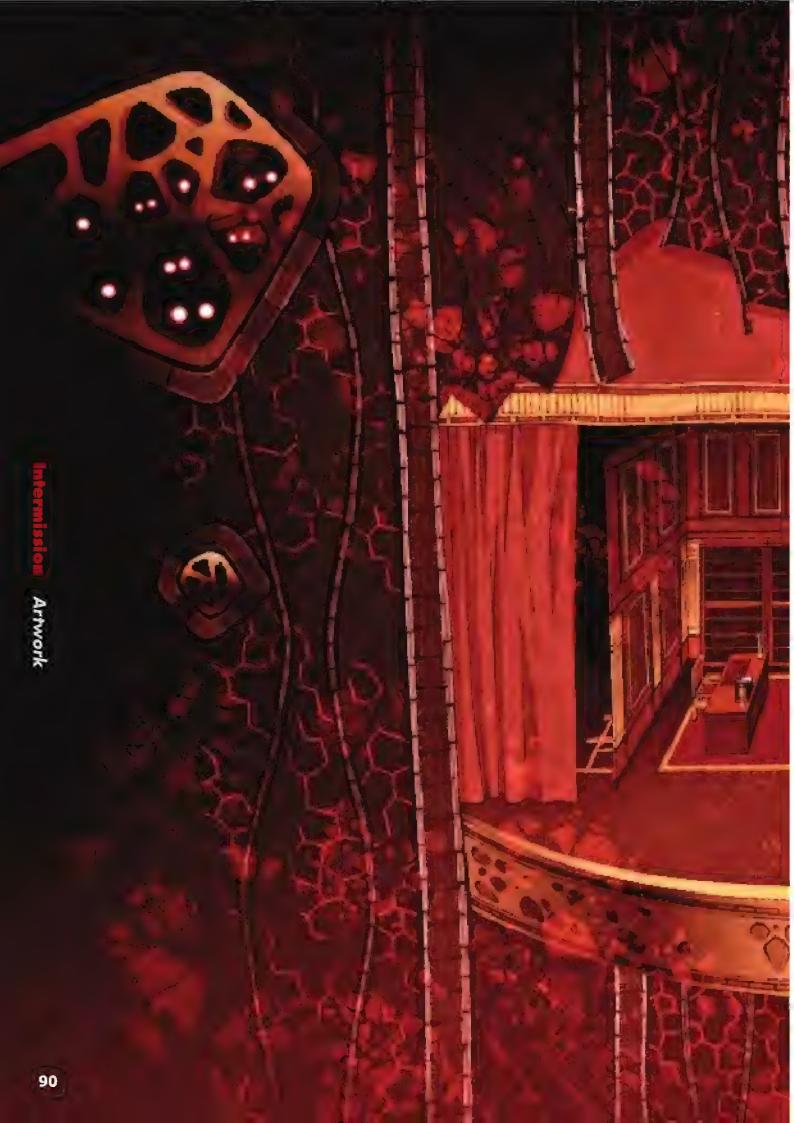


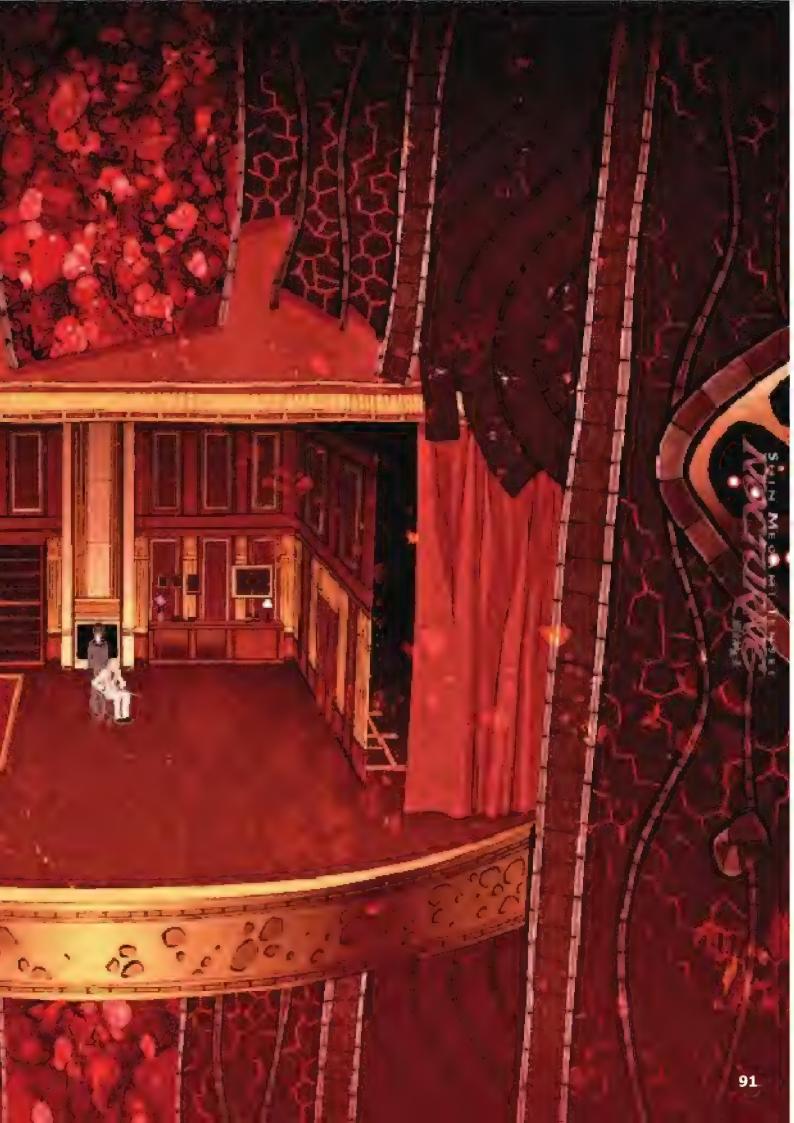














Shin Megami Tensei - Nocturne - The Official Strategy Guide Part WALKTHROUGH



There are two types of maps in the Vortex World, both 2D and 3D. In this section, the places and events in each are explained in detail.

About the Map Guide

The destruction of the Conception has created the Vortex World, which is laid out on the inside of a sphere. There are two types of maps: external 2D maps viewed from far above the protagonist, and indoor 3D dungeon maps. Both maps have different legends, so heres a short explanation as to how to read each map.



Before you enter a dungeon, do your best to learn more about it.

2D FIELD MAPS

The maps of the 2D fields start on the next page. The entire breadth of each field is displayed, along with indications of the events, dungeons and connections to other places that each entails. The 2D fields often act as connecting areas between the 3D dungeons. There are many places that can only be reached on foot, so these maps should prove useful when youre trying to find your way from place to place.

Please view the key to the right for an overview of what each of the symbols on the 2D maps mean.

MAP SYMBOL KEY

Entrances to dungeons. The letters correspond with the letters used in the 3D maps that start on p110.

This indicates a dungeon with a Terminal in it, that can be used to teleport to other terminals.

Lines that indicate paths from place to place on the 2D maps.

Lines that indicate paths through 3D dungeons.

Lines that indicate paths through 3D dungeons that are not immediately accessible upon first arrival to the area.

Lines that indicate teleportation between terminals. Lines that have arrows indicate one-way teleportations.

In addition, areas surrounded by indicate areas that you cannot enter upon initial arrival at that field. Only places surrounded by black lines are accessible via dungeons.



3D DUNGEON MAPS

Maps and explanations of the 3D dungeon maps start on p110. In contrast to the 2D fields, which act as simple paths from place to place, the 3D dungeons can be literal mazes, where its easy to get lost. There are various tricks and traps on each map that will make you lose your bearings if youre not careful. Each of the maps feature icons that indicate these tricks and traps, as well as strategies for getting through the dungeon (if not an out-and-out solution). If you get stuck in any of these dungeons, use the information weve provided to help you find your way out.



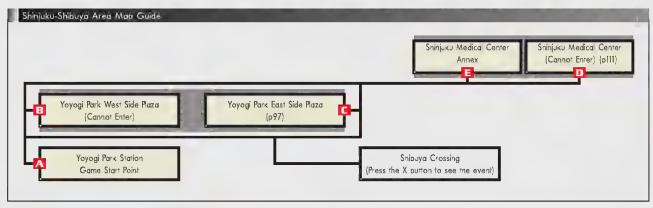
You can use the Triangle button to see a certain amount of information about a dungeon.

SHINJUKU-SHIBUYA AREA

This map acts as the stage for the prelude of the game. The start point of the game is the subway at point A. The pedestrians on the map (blue icons) can be talked to with the X button. They say some interesting things, so try talking to them. Events are

triggered in sequence at Yoyogi Park East Entrance and then Shinjuku Medical Center Main building. In addition, the big TV in Shibuya will broadcast news about the terrorist attack in Yoyogi Park.





SHINJUKU-SHIBUYA AREA

This is the first field in the Vortex World that the player will visit. After completing the Shinjuku Medical Center, you will start here at point A.

The main dungeons here are the alreadycompleted Shinjuku Medical Center, the Yoyogi Park West Plaza, and Shibuya. Yoyogi Park has an East Plaza and a center area where the Communications Tower is under construction, but, since the doors there are locked from the opposite side, you cannot go there when you first arrive. The same thing goes for the Asakusa Tunnel beyond the park. At the moment, there is no real need for the protagonist to go to Yoyogi Park, but you will have made a promise to take the Pixie from Shibuya Medical Center there. In any case, it is a good idea to stop by. Go to Shibuya, and you can use the Terminal, Cathedral of Shadows, and Junk Shop there. By exploring this area, you can open the way to the Amala Network, the next dungeon.

There are several Souls in these dungeons and Fields. You may expect valuable information on your first trip to the Vortex World, but you'll get the sense a lot of the information is false or useless. However, the Soul that was formerly a young man by Shibuya will tell you about the "Demi-fiend," which is worth remembering.

You cannot get the Cache Cube here until later in the game, when you revisit this area via the Asakusa Tunnel.

Shinjuku-Shibuya Area Map Guide

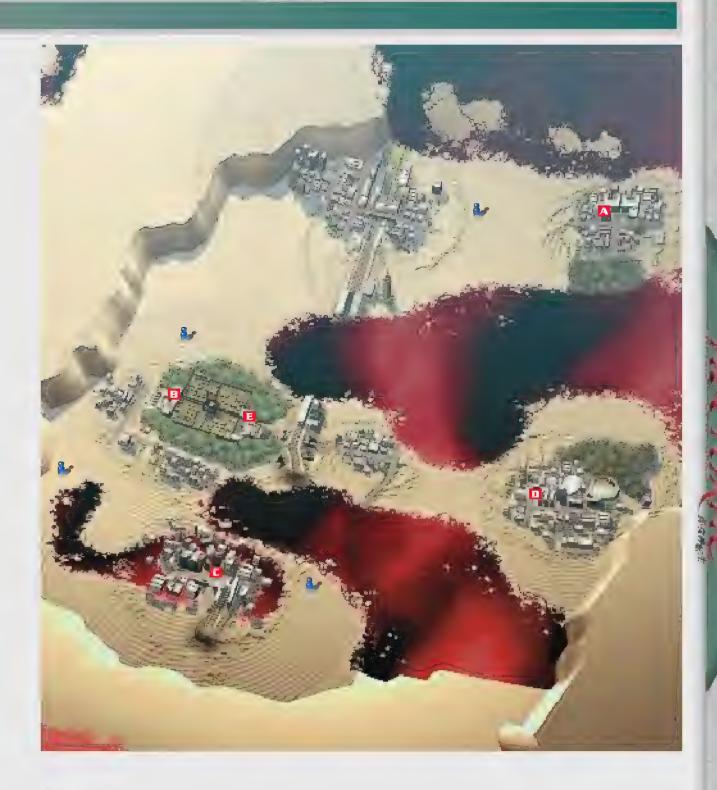
Shibuya (p114)



This Soul is happy that his prediction that the world will become round has come true. It might be worth it to listen to him.

Terminal

*As doors to the East and West Plazas of Yoyogi Park are locked from the east side, you cannot get there until the latter Shinjuku Medical Center half of the game, when going through the Construction Site (p112) (see p150). To Asakusa/Yushima Area Asakusa Tunnel Yoyogi Park West Plaza Yoyogi Park East Plaza from Exit R Gaien-Mae Station (p113) (p150) (p149) (p148) Ginza (p117) Amala Network (p115) Amala Labyrinth (p117)





DEMONS APPEARING							
Race	Name	Level	Defense Type	Attack Skill Type			
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel			
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse			
Foul	Will o' Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty			

[★]The Divine Angel listed above only appears in the area between the entrances to Yoyogi Park East Plaza and Asakusa Tunnel/Gaien-Mae Station.

GINZA-YURAKUCHO AREA

After the Shinjuku-Shibuya area, Ginza-Yurakucho is the first area you will visit. The first time you will see the surface is most likely after you have explored the town of Ginza after finishing the first Amala Network area. The exits are at A or B.

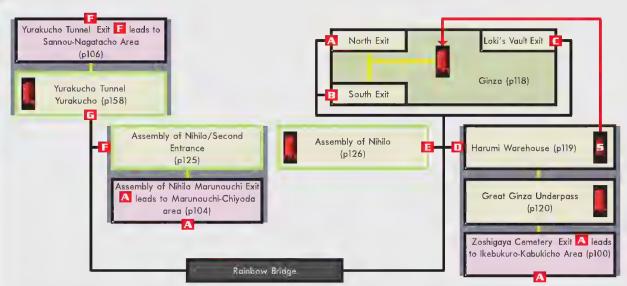
The places you can get to here besides Ginza are the Assembly of Nihilo, Harumi Warehouse-Great Underpass of Ginza, the Nihilo secondary entrance, and Yurakucho Station, the entrance to Yurakucho Tunnel. However, the majority of these places are closed off at first, and the only one you can enter is Harumi Warehouse at . From Harumi Warehouse, you can travel to the Ikebukuro-Kabukicho area by foot, via the Great Ginza Underpass. It's a long way, but there is a terminal along the way, so if you find it, be sure to go in and save your progress.

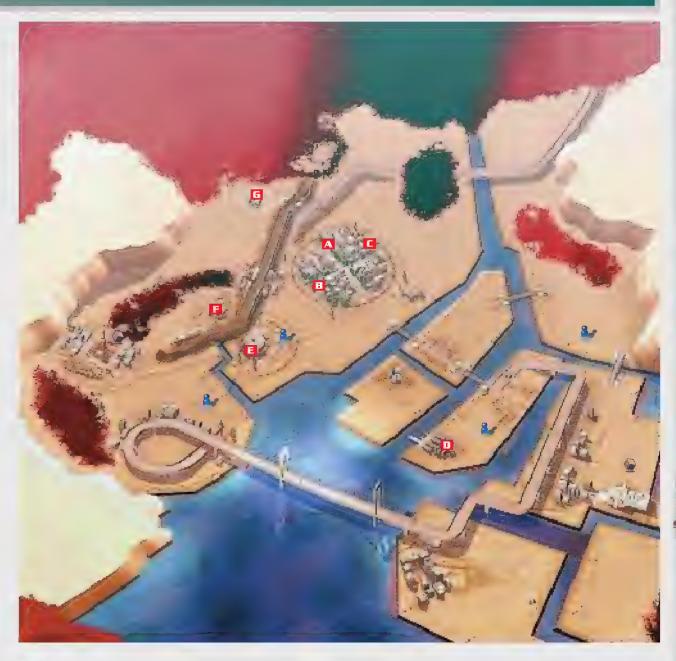
There are two Cache Cubes on the field, and both of them contain worthwhile items, but a Succubus is guarding one of them. In addition, the enemies beyond the Rainbow Bridge are stronger than the others in the area (see the enemy data on the page to the right). As a Soul will tell you, when you first arrive, it is a good idea to go straight to your main destinations and avoid loitering.



You'll have to cross the bridge after you get to Asakusa. There's no need to go here before that. The Cache Cube isn't going anywhere.

Ginza-Yurakucho Area Map Guide







Ruby: Fight (Night Succubus x 1) Soma Droplet

DEMON!	DEMONS APPEARING Ginza-Yurakucho Area					
Race	Name	Level	Defense Type	Attack Skill Type		
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel		
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind		
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse		

DEMON!	S APPEARING			
Race	Name	Level	Defense Type	Attack Skill Type
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Divine	Princi pality	28	Void Expel / Weak to Death & Mind	Phys / Expel
Divine	Archangel	18	Void Expel / Weak to Death & Ice	Phys / Expel
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force

IKEBUKURO-KABUKICHO AREA

You will arrive in the Ikebukuro-Kabukicho area from the Ginza-Yurakucho area via the Great Ginza Underpass. You will come out from point A,in Zoshigaya Cemetery.

The only dungeon you can go to on this field when first arriving is Ikebukuro West Hall, at . The other dungeons are Ikebukuro Tunnel/West Ikebukuro station at . and Kabukicho Prison at . but you cannot go to either until advancing further in the game. To get to Mantra's Headquarters at . you must enter from Ikebukuro Main Hall. Once the main gate of Mantra's Headquarters is opened, you can travel to Kabukicho Prison via Ikebukuro Highway. Because the Fiend Hell Biker (see p223) appears here, it is good to prepare in advance before making the trip.

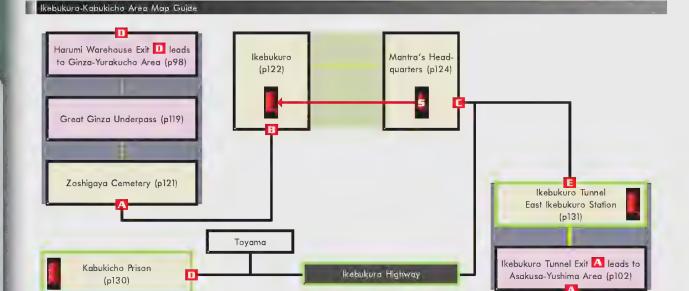
Another point of interest in this field is the red Damage Zones toward the south side of the field. These are the same as Damage Zones in dungeons, and you will take damage when walking on them if you are not using a Float Ball or the Liftoma skill. It is a good idea to have one of these options available, especially if you want to get the Cache Cube in the Toyama area on the way to Kabukicho Prison. Don't forget to pick up the other Cache Cubes either.



You can get under the railway to the west of lkebukuro via an underpass. It is easy to overlook the Cache Cube beyond.



This Soul got greedy and is stuck. But since Souls float normally, aren't the Damage Zones meaningless to them anyway?







Bead Float Ball Soma Droplet

DEMONS	APPEARING	IKEBUKURO	-KABUKICHO ARE	Α

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Snake	Nozuchi	14	Force Drain / Weak to Elec	Phys / Curse / Explode
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse

DEMONS APPEARING IKEBUKURO-KABUKICHO AREA AFTER THE FALL OF MANTRA

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Archangel	18	Void Expel / Weak to Ice & Death	Phys / Expel
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse

ASAKUSA-YUSHIMA AREA

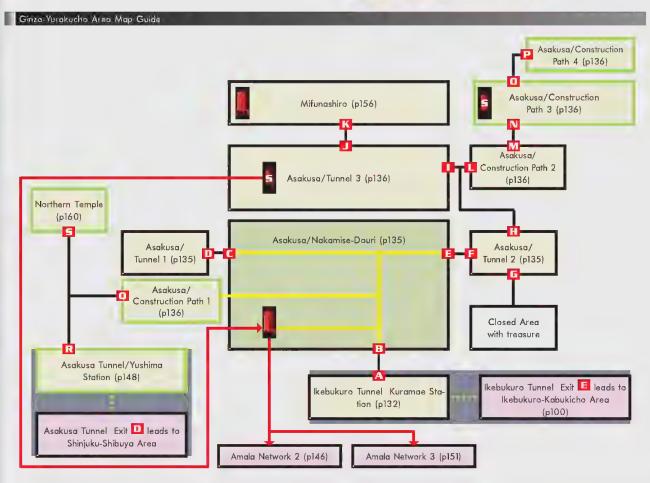
You'll arrive in this field via the Ikebukuro Tunnel from Ikebukuro-Kabukicho Area. You will first come from point A, at Kuramae Station.

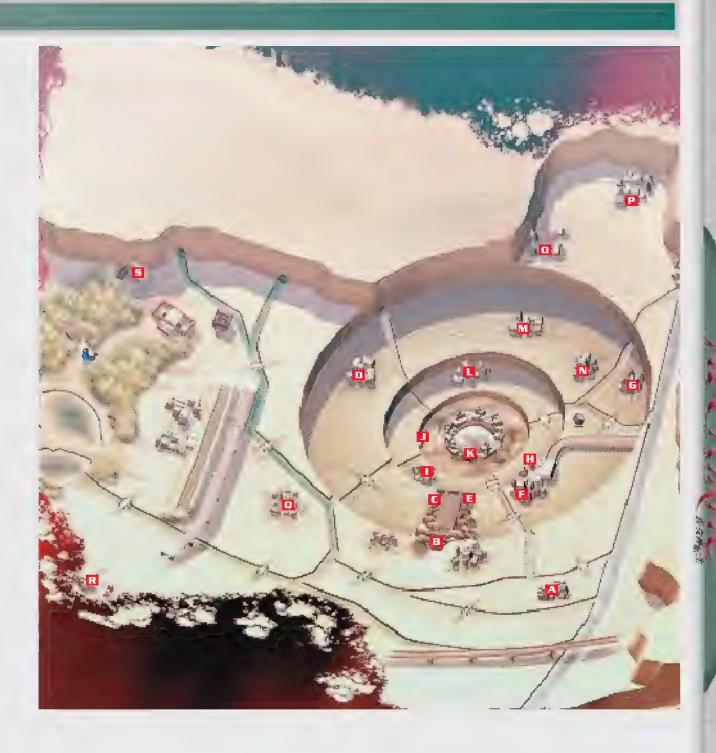
This field is broken into separate areas by the stream and terrain elevations. You will have to travel between these via the complicated Asakusa dungeon, so it can be difficult to tell which areas are connected. The dungeon doesnt correspond perfectly to the geography above, so use the area map guide below to see which dungeons lead where.

The first areas you can get to here are the towns of Asakusa and Mifunashiro, which you can get to via underground tunnels. You'll have to come back to these places several times, so it is a good idea to visit the terminal early so you can teleport in. Also, in Asakusa there are several places under construction which you cannot enter when you first arrive. You'll be able to get to both sides of the area after completing the Obelisk and the Amala Network 2.



To get this Cache Cube, you need to exit the Asakusa from point A. Go here if you're looking to explore all corners of the world







Magic Mirror

DEMONS APPEARING ASAKUSA-YUSHIMA AREA						
Race	Name	Level	Defense Type	Attack Skill Type		
Divine	Principality	28	Void Expel / Weak to Death & Mind	Phys / Expel		
Divine	Archangel	18	Void Expel / Weak to Ice & Death	Phys / Expel		
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel		
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force		

MARUNOUCHI-CHIYODA AREA

This Field features the mysterious, Egyptian-looking skyscraper, the Obelisk. The Vortex World is bizarre, but this building is especially surreal.

The protagonist will first arrive here at point , the Entrance from the Assembly of Nihilo Marunouchi. The only 3D dungeon you can get to here is the Obelisk at . You can go to Masakado's grave in the northeast, but there is nothing there. While it may seem to be a good idea to just head straight for the Obelisk, don't forget to pick up the Cache Cubes in the area. Later in the game, this Field will undergo a large change, and the Cache Cubes that were formerly here will disappear. As you won't come back here for a while after you complete the Obelisk, you should grab the Cubes early on.

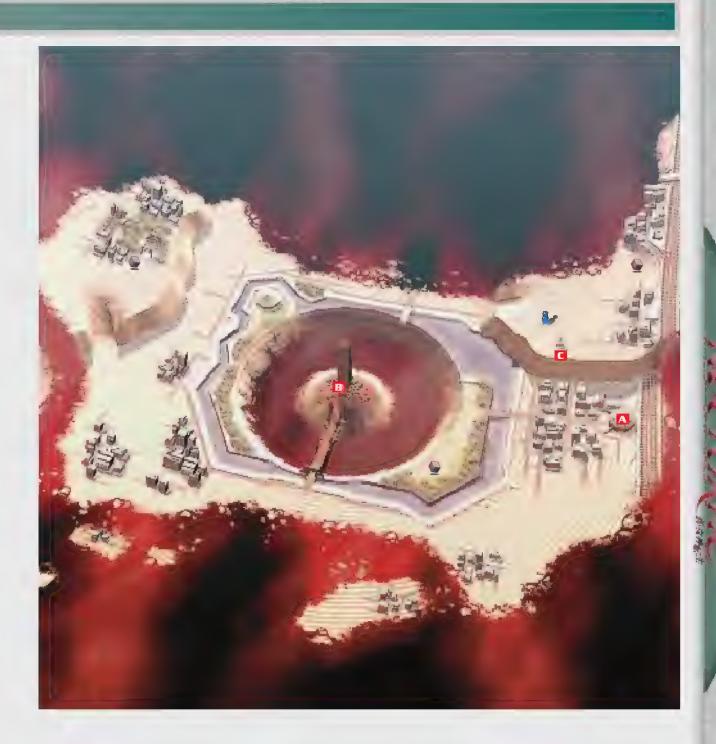
Note that the Obelisk only has S-Terminals which use the Terminal in Nihilo Marunouchi as a "main" terminal. Because of this, if you forget to visit the Main Terminal and enter the Obelisk. If something happens and you need to get out, youll be stuck inside. If you stop by the Main Terminal first, you can prevent a potential problem later.

Marunouchi-Chiyada Area Map Guide



This Soul will tell you about Lord Masakado and his grave. After getting the "Lord's Sword" and coming back here, you'll get a chance to meet him face-to-face.

Assembly of Nihilo Marunouchi Entrance (p137) Masakado's Grave, Bandou Shrine (p176) Assembly of Nihilo Marunouchi Entrance Exit eads to Ginza-Yurakucho Area (p98)





Life Stone x 3 Bead 10000ħ

DEMONS	DEMONS APPEARING MARUNOUCHI-CHIYODA AREA							
Race	Name	Level	Defense Type	Attack Skill Type				
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve				
Divine	Princi pality	28	Void Expel / Weak to Death & Mind	Phys / Expel				
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force				

SANNOU-NAGATACHO AREA

You will first come to this area after completing Amala Network 3. You will be dropped off at point A, with nothing nearby. There is nowhere to go but the Amala Temple, at point 3. There is a Terminal once you get to the Temple, so you can use it to teleport to other places soon after you arrive.

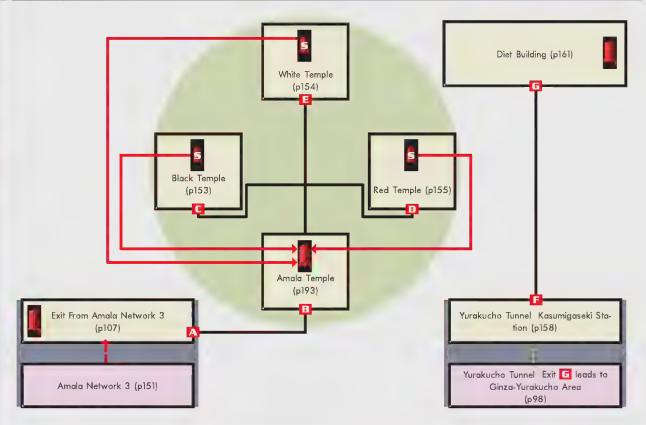
The area to the east of the Amala Temple is completely cut off from the west side; it is connected to the Ginza-Yurakucho Area by the Yurakucho tunnel. You will emerge from the tunnel at point ,Kasumigaseki Station. From there,you can get to the Diet Building at point .

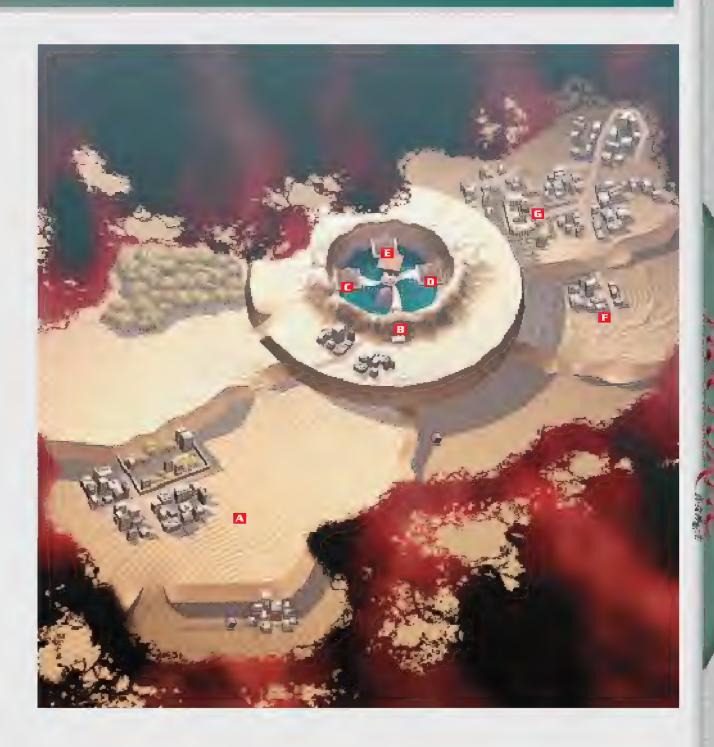
It is best to think of this area as two separate fields: the Sannou Area with the Amala Temple, and the Nagatacho Area with the Diet Building. The two Cache Cubes are similarly separated, with one in the Sannou area and one in the Nagatacho area.



You may be surprised to be dumped in the middle of the field when you first get here. Proceed north and you'll be able to see the Amala Temple.









5000ħ. Life Stone x 5

DEMONS	DEMONS APPEARING SANNOU-NAGATACHO AREA							
Race	Name	Level	Defense Type	Attack Skill Type				
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel				
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve				
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force				
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force				

MARUNOUCHI-CHIYODA AREA CALLOR the Towner of Expenses

The Marunouchi-Chiyoda Area used to be dominated by the Obelisk, but after you offer the Yahirono Himorogi in the Amala Temple, Kagutsuchi announces the time has come and changes the topography of the area greatly. The Obelisk, formerly towering at 150 floors, has been driven into the ground like a stake, and its new entrance is on 132F. Above it lies the player's final destination, the Tower of Kagutsuchi.

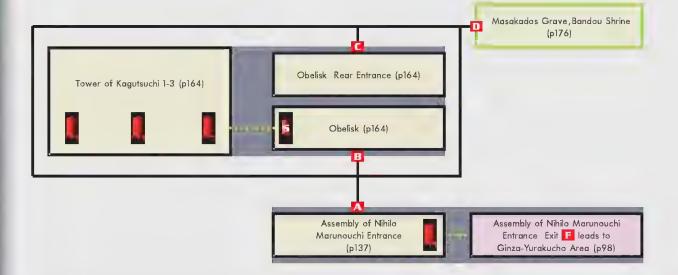
There is no reason to come here via your earlier route (the Assembly of Nihilo's second entrance). As you should already be able to teleport to the Marunouchi Entrance Terminal, you can come here from whatever other Terminal you want. Also, while exploring the Tower of Kagutsuchi, there is a chance that you will be able to open the entrance to the dungeon connected to Masakado's grave, the Bandou Shrine. As the structure of the Field has transformed, the way to get there from the Marunouchi Entrance has changed as well.

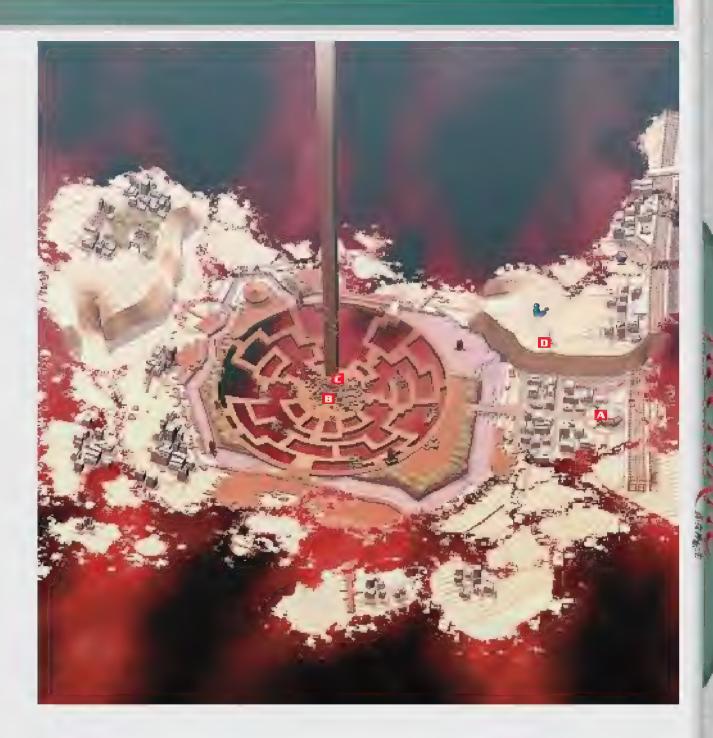
In addition, the sunken Obelisk can be entered not just from the front, but the rear as well. When you get close, "X Enter" will be displayed, so be sure not to miss it. There is great treasure inside.



A little down and to the left from here is the rear entrance to the Obelisk. You couldn't get in here before, but can now.

Marunouchi-Chiyada Area <After the Tower of Kagutsuchi appears:





Race	Name	Level	Defense Type	Attack Skill Type
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Weak to Fire	Phys / Ice / Force
Foul	Shadow	52	Void Death / Phys Strong / Weak to Force & Expel	Elec / Almighty / Death
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak to Expel	Phys / Elec / Force / Death / Curse

3D DUNGEON INFORMATION

There are many 3D dungeons in the Vortex World born from the Conception, from natural caverns to formerly magnificent modern complexes, to unknown and mysterious places. Here is a description of all of them.

In the following pages, we will go over the contents of all of the 3D dungeons in the game. In general, they are presented in the order in which you will explore them during the game, and the enemy demons you can encounter in each map are listed at the beginning of each section. Please refer to the Event Guide on p356.

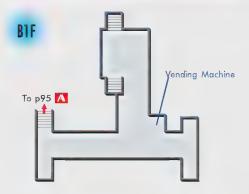
The various features of each of the maps are shown in detail with icons. For the meanings of each of these icons, please refer to the section below.



It is foolhardy to advance without preparation or thought to what might lie ahead. Pay close attention to the information given in the maps.

Icon Explanation Event Point: Indicates that some sort of event will take place. There **Elevator**: Elevators marked with the same number are connected and b are instances where the events are not automatic, and you have to you can use them to pick the foor you wish to go to, either tak to someone ar examine something. A Lift/Moving Floor: If you ride on the floor marked with red, you Battle Point: Indicates where a fixed battle will take place. Please wi be taken to the area marked with bue. The areas of the same refer to p29 for information on fixed battes. etter are connected. Messenger: Bue indicates a Soul or Manikin, and orange indicates 2D Field Exit: Paces where you can leave the dungeon and go to a demon. There are a few that will attack you when you talk to them. the 2D Field. Which area you will go to is isted by each exit. Cache Cube: A norma treasure box. Their contents are isted in a Switch: Switches that open agars or shutters, or operate some other sma area outside the map of each floor that indicate what items you sort of mechanism within the dungeon. can get on that leve. Conditional Doors: Doors that start closed, but act ike norma Mystical Chest: Treasure chests whose contents change depending doors when you fulfi some sort of condition. The specifics of the on the phase of Kagutsuchi. Their contents are indicated in the same lists as the Cache Cubes. condition are asscribed outside the map. 1000 **Shutter**: These shutters operate in the same fashion as conditiona Main Terminal: Iermina's you can use to save your game, or to doors, with the exception that you can see the other side when they te eport to other Main Terminals. Depending on the situation, you can sometimes talk to Hijiri here too. ----One-Way Door: You can pass through these as doors in the direcrow, but if you approach from the other side, its just a wall. S-Terminal: Terminals you can use to save your game or teleport to a single Main terminal. Sometimes the main termina lies in another aungeon Transparent Wall: See-through wals. They only appear in the Fountain of Life: Maces where the Lady of the Fount will heal, cure, or revive you for a fee, Trap Walls: Walls that appear out of nowhere. When you go to the -①-**ⓒ** numbered area, the wal of the same number wil appear Junk Shop: Places where you can buy items. The items available for purchase are listed autside the main area of the map. Secret Passage: While this wal looks like a normal wal ,you can wak through it. The surface of the wal moves a bit so it is possible to Cathedral of Shadows: Paces to fuse demons. Be aware that tella secret passage from a normal wall on a ose inspection at the early parts of the game, you are limited to certain types of fusion (see p20). Invisible Wall: Looks like empty space from a distance, but appears Alla as a wa when you get cose enough. Rag's Jewelry: You can trade gems for Element, Mitama, or Rare Items here. Theres only one of these shops in the Disappearing Wall: Like the apposite of invisible walls, these look SHIRING game,in Ginza. ike wals from a distance, but when you get close enough they disappear, allowing you to pass through. Stairs/Ladder: Lets you trave between foors. Red indicates one going up, Bue indicates one going down, and the letter indicates your Damage Zone: Floor that does damage -- 3% of your max HP when you wak on it. With Float Bals or the skil Liftoma, you can avoid damage. Warp Point: A spot which will instantly teleport you somewhere else. Red indicates the warp point itself, and the blue mark with the same Dark Zone: Areas shrouged in darkness. On the automap, only the letter indicates the point you be teleported to. immediate vicinity will be displayed. With Light Balls or the skill Lightoma, Pit. A one-way ho e down to a lower leve . Some give you a choice to jump down, and some are automatic as soon as you step in the area. Cursed Area: Areas that halve your HP with each step. It is not Black indicates the hole itself, and gray indicates where you will end up. possible to stop this damage with items or skills.

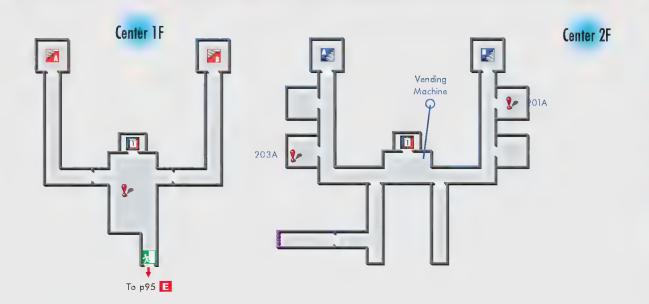
YOYOGI PARK STATION

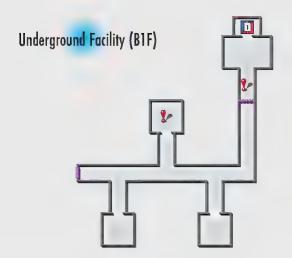


№B1F

★On your second playthrough, there will be an option to pick the protagonists outfit during the event before the station (Yukos Dream). ★By the ticket counter a friend sends a text message (input Isamus name). ★By examining the vending machine you can get a Mysterious Drink. After the Conception, it becomes Sacred Water. ★If you try to pass before talking to the employee, he will talk to you. The choice in the conversation has no effect on the outcome of the game.

SHINJUKU MEDICAL CEME





Center 1F

★After leaving Yoyogi Park station, you cannot enter here until you have seen the event with Hijiri by the West entrance of the park. ★In the lobby, there is an event when you approach Chiaki. The choice you make is unimportant. ★If you talk to Chiaki after meeting Isamu, you get the ID Card.

Center 2F

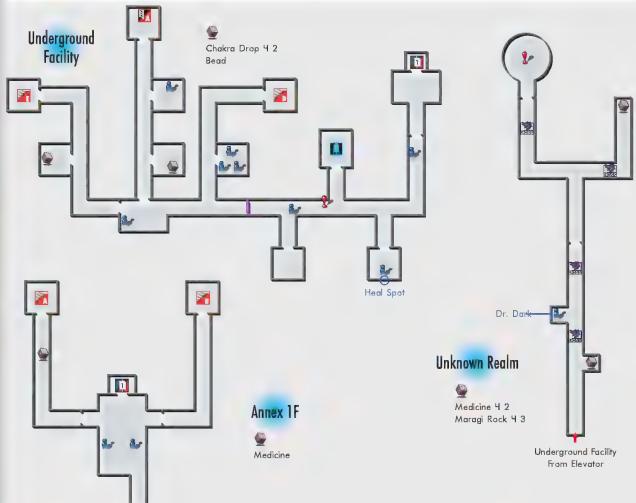
★While going down the hall from the stairs, you will see Isamu. If you saw him on the West side, he'll be in room 201A, and in room 203A if you saw him on the East side. The choice in your conversation with him is unimportant. ★You will get a Mysterious Drink from the vending machine by the elevator. After the Conception, it becomes a Sacred Water.

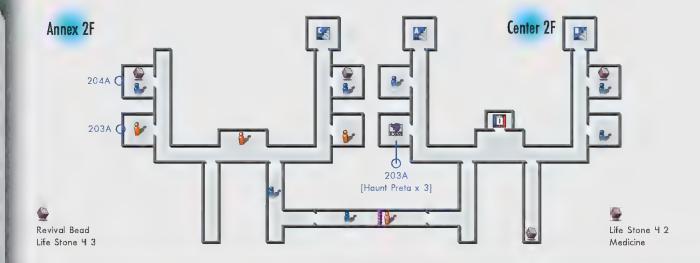
\$ Underground Facility (B1F)

*Once you get the ID Card you can enter. In the center room you will meet Hikawa and Yuko, and on the way to the elevator, you will meet the mysterious Child and Old Woman. The choice you make during the conversation with Hikawa makes no difference. Afterwards, when you take the elevator to the roof, the Conception event takes place.

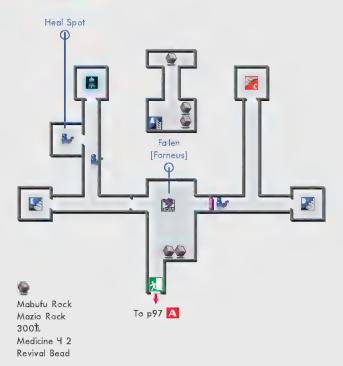
SHINJUKU MEDICAL CENTE

DEMON	IS APPEARING			
Race	Name	Level	Defense Type	Attack skill type
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Haunt	Preta	4	Void Death / Weak to All Magic	Phys
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Foul	Will o Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty





Annex 1F



\$\textstyle Underground Facility (Center Side)

★There is an event at the terminal with Hijiri. After this, it is possible to save. ★When trying to get on the elevator, you are warped to an Unknown Realm (Labyrinth of Amala).

№ Unknown Realm

★There are 4 preset battles here (see p192). ★After the event in the northwest room, you are warped to the Underground Facility elevator.

Center 2F

★If you agree to the NPC Pixie's proposition on the path to the Annex, she joins you. If you refuse you can talk to her again. Afterwards, you can get into room 203A. ★203A: Battle Haunt Preta x 3 (see p193). After the battle, you get the Annex Pass, and can go to the Annex.

№ Annex 2F

★You can get a Medicine from the Shiisaa in 203B. ★Fiend Battle [204B]: Fiend Black Rider (see p226). The fight will not happen until you have competed the Obelisk (p138) and defeated Fiend Red Rider. After the battle you get the Candelabrum of Wisdom.

У-Underground Facility (Annex Side)

 \bigstar You can unlock the door near the center of the map. Then you can travel to the Underground Facility Center side.

№Annex 1F

★Talk to the Soul by the Heal Spot, and you can bet whether or not you will be able to defeat the hospital boss Forneus. If you say Yes and talk to him after the boss battle, you will get 850 Macca. ★Boss fight [Annex Lobby] Fallen Forneus (see p193). Afterwards, you get the Magatama Wadatsumi.

%(General)

*After traveling to your first Fountain of Life, you will no longer be able to get healed at the Heal Spot here. *After the boss battle and leaving the Medical Center, there is an event with the mysterious Child and Old Woman, and Dante makes his first appearance.

YOYOGI PARK

DEMONS APPEARING Race Demon name Level Defense Type Attack Skill Type Fairy Pixie 2 Strong to Elec Elec



> West Plaza

★On entering the Plaza, there is an event where the Pixie that joined you at the Medical Center leaves (even if she's dead). If you let her leave, she gives you the Ankh Magatama. If you don't want her to leave, she will remain in your party. In that case, you can buy the Ankh Magatama from the Great Underpass of Ginza (p120) Junk Shop. After entering the Amala Network from Shibuya, this event will happen. In addition, if you keep this Pixie with you throughout the whole game (or this Pixie's transformation or "descendant") then you can open a special door in the 5th Kalpa. ★You cannot enter the door on the east side of the Plaza yet, as you must unlock it from the other side.

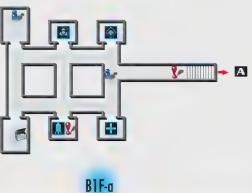
SHIBUYA

DEMONS				
Race	Name	Level	Affinity	Attack Skill Type
Fairy	Pixie	2	Strong to Elec	Elec
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3_	Strong to Force / Weak to Fire	Force
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Femme	Datsue-Ba	7	Void Nerve & Mind / Weak to Elec	Phys / Nerve / Mind
Haunt	Preta	4	Void Death / Weak to All Magic	Phys
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind
Foul	Slime	6	Void Death / Strong to Phys / Weak to Fire & Expel	Mind / Explode
Foul	Will a' Wisp	1	Void Death / Strong to Phys / Weak to All Magic & E	xpel Almighty

Hachiko Intersection







Dis-Charm 4 2

Agate

♣ Hachiko Intersection

★You can enter the door concealed behind the center road after clearing the Obelisk. During a Full Kagutsuchi there is a Sabbath event there (see p145).

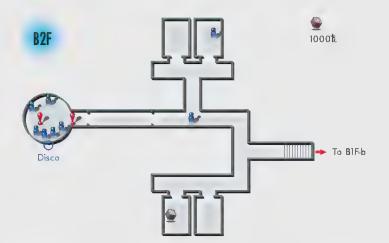
У-В1F-а

★If you come here without stopping at Yoyogi Park, Pixie will scold you. However there is no real penalty for not going there. ★There is an explanation of the Cathedral of Shadows here. The information is essential. ★After the Cathedral event and meeting Chiaki in the B2F Disco, Hijiri will appear at the Terminal. You can then go to the Amala Network 1.

№ B1F-b

★There is a fight here [Talking to the Soul by the stairs to B2F] Foul Will o' Wisp (see p194). ★There is a fight [Entering the Northeast room]: Beast Nekomata (see p194).

Shop Items	
Name	Price
Medicine	100ta
Revival Bead	400t
Dis-Poison	150ħ
Dis-Stun	150ħ
Dis-Mute	150ħ
lyomante	20001
Shiranui	3000t

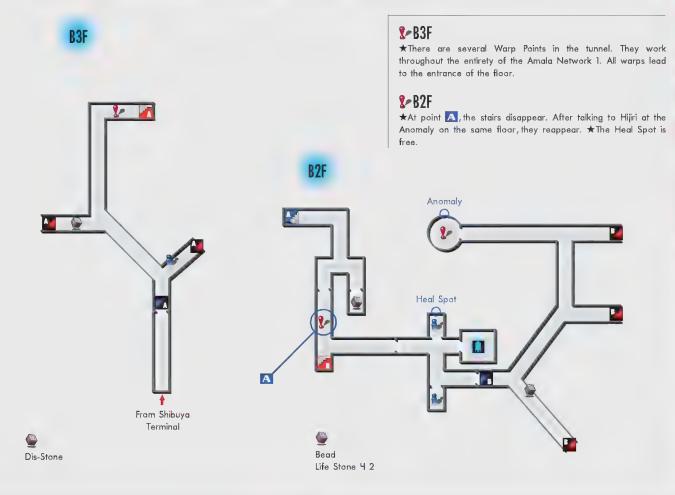


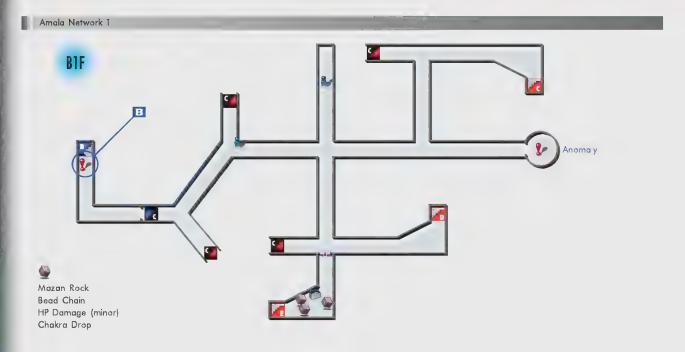
№ B2F

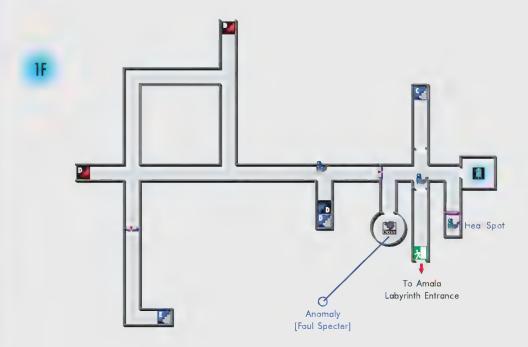
★When you enter the Disco, you will meet with Chiaki. ★The information provided by the Souls in the disco will change as you progress through the game. At first they tell you about Ginza and Nihilo. ★Fight [Talk to the Nekomata in the Disco] Beast Nekomata (see p194). After entering Amala Network 1, the Nekomata will disappear.

AMALA NETWORK 1

DEMONS APPEARING Race Attack Skill Type Name Level **Defense Type** Element Aeros Void Expel & Death / Strong to All Magic Elec / Mind Element Erthys Void Expel & Death / Weak to Force Elec Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel Phys / Death Haunt Choronzon 11 Foul Mau-Rya Void Death / Weak to Expel Phys / Force / Almighty / Curse / Mind Will o' Wisp Void Death / Strong to Phys / Weak to All Magic & Expel Almighty







★At point **B**, the stairs disappear. ★You cannot get into the treasure area without making the stairs reappear and entering from above.

 \bigstar The door to the exit disappears like the other stairs. After the Anomaly event you can leave. $\star Boss$ Battle [Anomaly]:Foul Specter (see p194). Depending on how you answer the Specter, you can temporarily avoid battle. After the battle, you can leave the Amala Network. *Leave by the entrance and you will teleport to the Labyrinth of Amala (see p117).

LABYRINTH OF AMALS

Entrance



Labyrinth of Amala Entrance★You teleport here from the Amala Network 1. You can see the door to the Terminal but cannot leave the room. \bigstar Examine the center Peephole and you can see the Old Man in the wheelchair. After the event, you will teleport to the Ginza Terminal.

GINZA

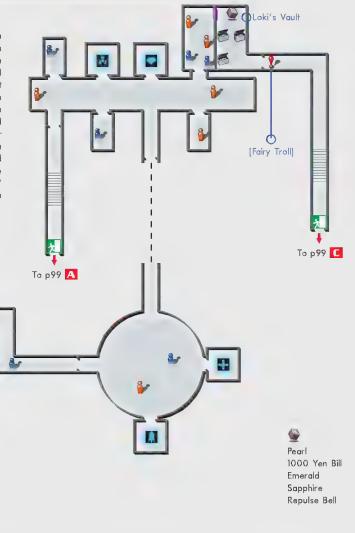
DEMON: Race	S APPEARING Name	Level	Defense Type	Attack Skill Type
Yoma	Apsaras	8	Elec Drain / Weak to Fire	Mind
Fairy	Jack Frost	7	Ice Drain / Weak to Fire	Ice
Fairy	Pixie	2	Strong to Elec	Elec
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Jirae	Hua Po	5	Strang to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Brute	Shikigami	4	Void Elec / Weak to Fire	Elec
Femme	Datsue-Ba	7	Void Nerve & Mind / Weak to Elec	Phys / Nerve / Mind
Night	Lilim	8	Void Elec / Weak to Ice	Elec / Mind
Haunt	Chatterskull	20	Fire Drain, Death Void / Weak to Expel & Curse	Phys / Nerve / Explode
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Haunt	Choronzon	11	Fire Drain / Death Void / Strong to Phys / Weak to Force & Expel	Phys / Death
Haunt	Preta	4	Void Death / Weak to All Magic	Phys

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Apsaras	8	Elec Drain / Weak to Fire	Mind
Fairy	Pyro Jack	19	Fire Drain / Weak to Ice	Fire
Fairy	Jack Frost	7	Ice Drain / Weak to Fire	Ice
Fairy	Pixie	2	Strong to Elec	Elec
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	lnugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force
Brute	Oni	25	Strong to Phys / Nerve Weak	Phys
Brute	Momunofu	20	Strong to Phys / Weak to Allment Attacks	Phys
Brute	Shikigami	4	Elec Repel / Fire Weak	Elec
Femme	Taraka	20	Void Nerve / Ice Weak	Phys / Nerve
Femme	Datsue-Ba	7	Void Nerve & Mind / Elec Weak	Phys / Nerve / Mind
Night	Lilim	8	Elec Void / Ice Weak	Elec / Mind
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Elec Weak	Phys / Nerve / Mind
Haunt	Chatterskull	20	Fire Drain / Void Death / Weak to Expel & Curse	Phys / Nerve / Explode
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Haunt	Preta	4	Void Death / All Magic Weak	Phys

Ginza

₽B1F

*After being teleported to the terminal, there is an event with Hijiri. *At the Cathedral of Shadows, you gain the ability to perform Sacrificial fusions. *You can get information at Nyx's lounge, but it's not essential to progress through the game. In addition, the content of the information changes as you progress through the game. There is also a door to Loki's vault, but you cannot get through it. *Upon entering from 2D Field entrance [(p99), an NPC Fairy blocks the back door to Loki's vault. After meeting the Collector Manikin in the Ginza Underpass (p119) the Troll disappears and you can enter the vault. *When going to the surface from Ginza, you can go anywhere in the Ginza/Yurakucho Area. However, the only place you can enter at this point is Harumi Warehouse.



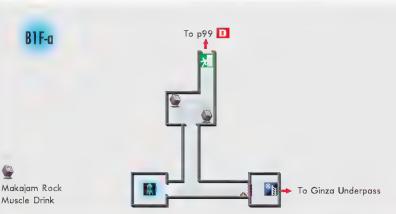
HARUMI WAREHOUSE

To p99 🖪

DEMONS APPEARING

B1F

Race	Name	Level	Defense Type	Attack Skill Type
Haunt	Chatterskull	20	Fire Drain / Void Death / Weak to Expel & Curse	Phys / Nerve / Explode
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Haunt	Preta	4	Void Death / Weak to All Magic	Phys

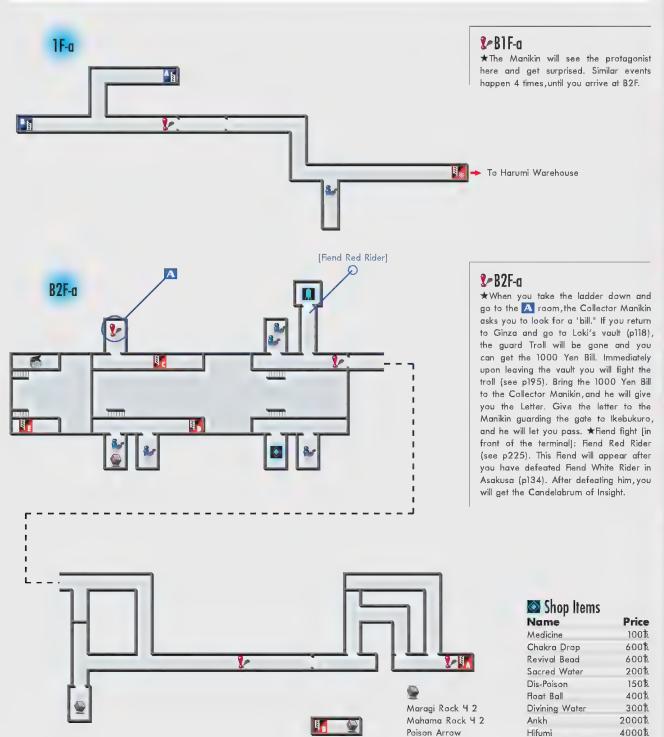


№1F

★If you examine the switch, you can open the shutter and proceed to the Great Underpass of Ginza. ★The S-Terminal teleports to Ginza.

GREAT UNDERPASS OF SIME

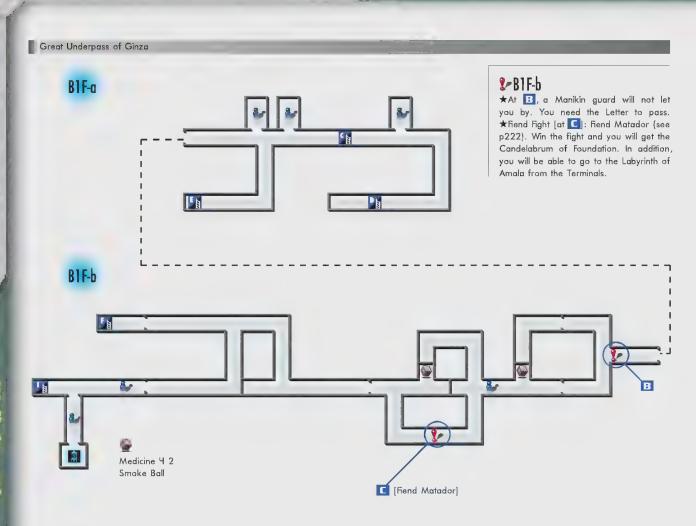
DEMON	DEMONS APPEARING					
Race	Name	Level	Defense Type	Attack Skill Type		
Yoma	lsora	14	Strong to Ice / Weak to Fire	Phys / Ice / Curse		
Snake	Nozuchi	14	Force Drain / Weak to Elec	Phys / Curse / Explode		
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode		
Jirae	Kodama	3	Strong to Force / Weak to Fire	Force		
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind		
Haunt	Chatterskull	20 .	Fire Drain / Death Void / Weak to Expel & Curse	Phys / Nerve / Explode		
Foul	Blob	16	Void Death / Strong to Phys / Weak to Ice & Expel	Phys / Force / Curse		
Foul	Slime	6	Void Death / Strong to Phys / Weak to Fire & Expel	Mind / Explode		

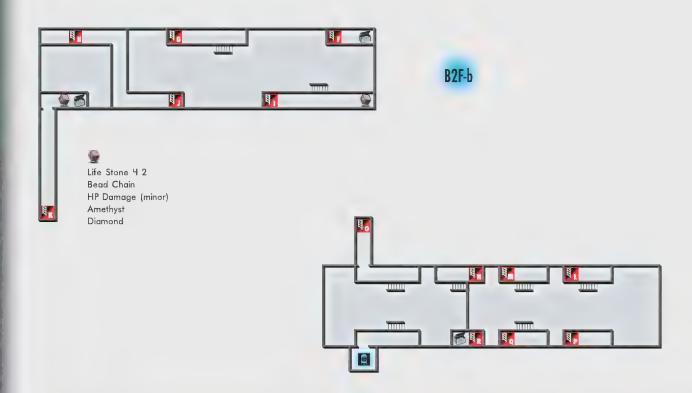


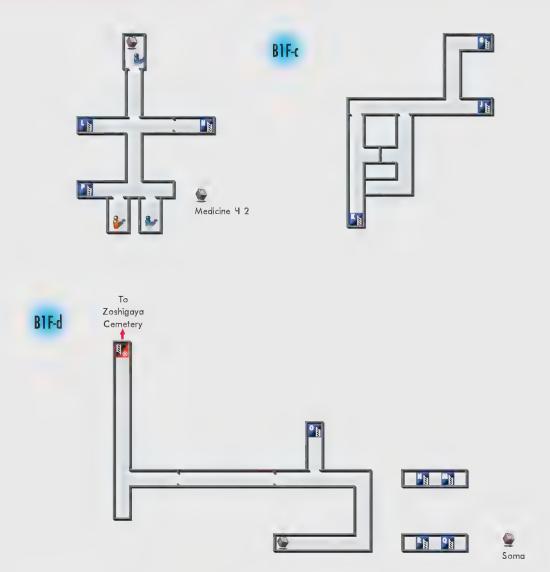
Bead Chain

4000t

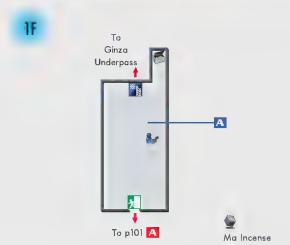
Kamudo







ZOSHIGAYA CEMETERY



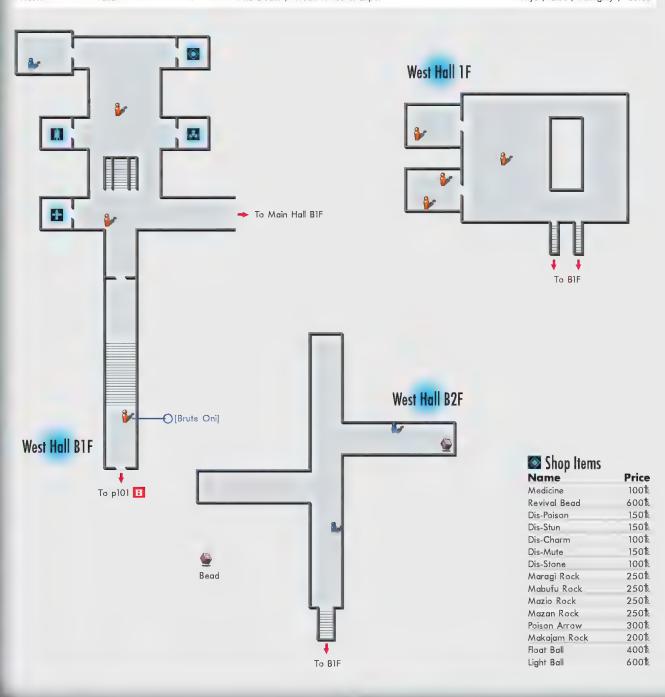
№1F

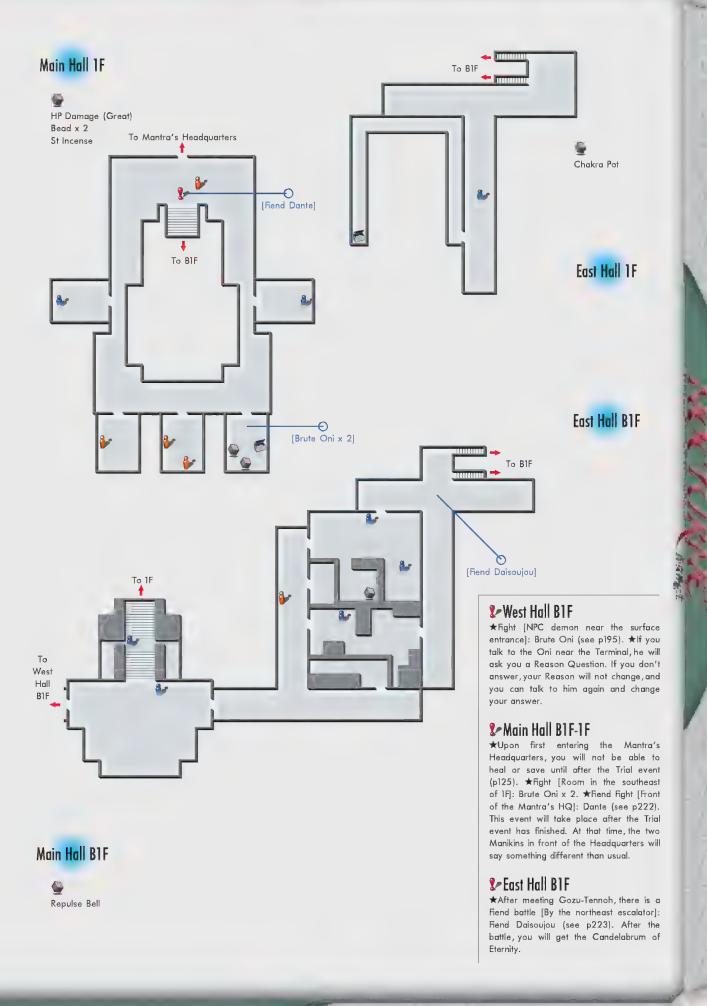
★As you cannot change your viewpoint on this map, you cannot see the Mystical Chest. ★After seeing the event on the 4th Kalpa (p188) and examining point A, you will get the Afterlife Bell. ★Leave the Field and head straight north and you will reach Ikebukuro. There are no other places you can go.

IKEBUKURO

Race	APPEARING Name	Level	Defense Type	Attack Skill Type
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Corpus	Manikin	13	Void Expel & Death	Nerve / Mind

DEMONS APPEARING <Ikebukuro after Chiaki's transformation> Attack Skill Type Race Name Level **Defense Type** Beast Nekomata Force Drain / Weak to Elec Phys / Nerve / Mind 18 Void Fire & Death / Weak to Force 13 Phys / Mind Beast Inugami Brute Oni 25 Strong to Phys / Weak to Nerve Phys Strong to Phys / Weak to Ailment Attacks Void Nerve / Weak to Ice Brute Momunofu 20 Phys / Nerve Femme Taraka 20 Wilder Void Death / Strong to Ailment Attacks / Weak to Elec Phys / Nerve / Mind Bicorn 15 Haunt Yaka 17 Void Death / Weak to Ice & Expel Phys / Elec / Almighty / Curse





MANTRA'S HEADQUARTERS

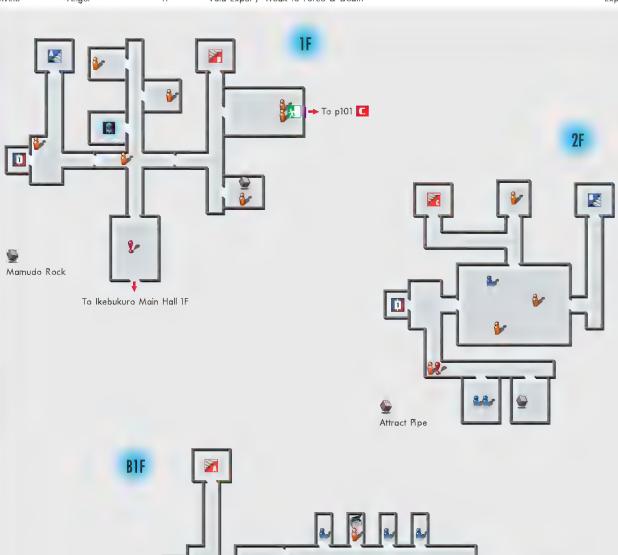
DEMONS APPEARING				
Race	Name	Level	Defense Type	Attack Skill Type
Fairy	Pyro Jack	19	Fire Drain / Weak to Ice	Fire
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Femme	Taraka	20	Void Nerve / Weak to Ice	Phys / Nerve
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse

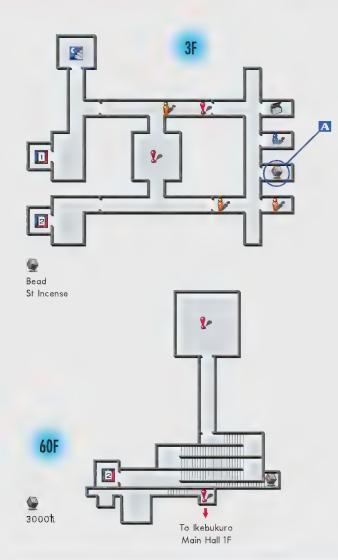
DEMONS APPEARING	<mantra's< th=""><th>Headquarters</th><th>after Chiaki's</th><th>Transformation></th></mantra's<>	Headquarters	after Chiaki's	Transformation>
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Bead of Life Gaea

Race	Name	Level	Defense Type	Attack Skill Type
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Divine	Princi pality	28	Void Expel / Weak to Death & Mind	Phys / Expel
Divine	Archangel	18	Void Expel / Weak to Ice & Death	Phys / Expel
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel





№3F (During Trial)

*After first entering, you will move to 3F, and cannot go to any other floors. Examine the walls of A and talk to the other prisoners and you can leave. *If you pay 400 Macca to the guard demon (Oni) of the south gate, he will give you hints for the Trial fights (your opponents' skills and Defense Types). *Proceed through the north gate, and the Trial Event takes place. Boss fights: Beast Orthrus (see p196), Femme Yaksini (see p196) Kishin Thor (see p197), in order. If you win all the fights, you'll move to Ikebukuro West Hall B1F.

%1F

★The northeast exit is guarded by two Ikusas, and you cannot leave. To get by here, you must first complete the Assembly of Nihilo.

№3F

★After completing Yoyogi Park (p150), and watching the event with Chiaki on 60F, an NPC demon (Divine Dominion) appears in the center arena. It will ask you a Reason question. If you answer in a manner that pleases it, it will give you 1000 Macca.

₽B1F

★If you examine the second cell from the south, there is an event with Isamu. ★The northern door will open when your St stat (without adding in Magatama bonuses) is 24 or above. Once you get in you can get the Gaea Magatama. ★You cannot get the Cache Cubes you see in the cells until after completing the Assembly of Nihilo.

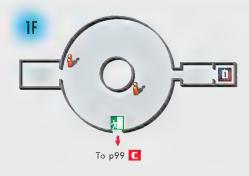
№60F

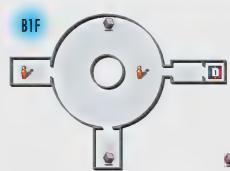
★At the top room, you will have an audience with Gozu-Tennoh. Your demon stock will increase by two. Gozu-Tennoh will ask a Reason Question. After this event, the Mantra forces will attack Nihilo, and the NPC demons in Ginza, Ikebukuro, and Mantra will change positions.

ASSEMBLY OF NIHIDO MAIL ENGLIS

DEMONS APPEARING

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Корра	19	Void Force / Weak to Curse	Force / Nerve / Explode
Fallen	Eligor	29	Void Death / Strong to Phys / Weak to Elec	Phys / Death
Fallen	Forneus	20	(ce Drain / Void Death / Weak to Elec	Phys / Ice / Nerve
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Incubus	25	Void Curse & Mind / Weak to Force	Almighty / Death / Mind
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind





Empty Cube Empty Cube

Assembly of Nihila **₽**B2F B₂F **B10F** ★The central round room False Core) has an event with Hijiri. Afterwards you can continue on from B10F. The question he asks affects your Reason. DWhite Treasure Room [Fallen Eligor] **№** B10F Þ ★Fight [Entering the Center Hall]: Night Incubus, Yoma Koppa (see p197). After the fight, you get the Yellow Kila. ★When you put the 4 Kilas in the stands in the central hall, you can proceed to B14F. The calors of the stands reflect the Kilas you need to put there. ★The puzzles in the Magatsuchi Warehouse require you to hit all the switches and turn them to blue before you can proceed. On this floor, hitting the switches in the order shown by the icons will get you past. ★Fight [White Treasure Room] Fallen Spinning Path Eligor (see p198). After the fight, you get the White Kila. Magatsuchi Warehouse Assembly of Nihilo To B14F [Night Incubus] [Yoma Koppa] Tetraja Rock x 2 White Kila

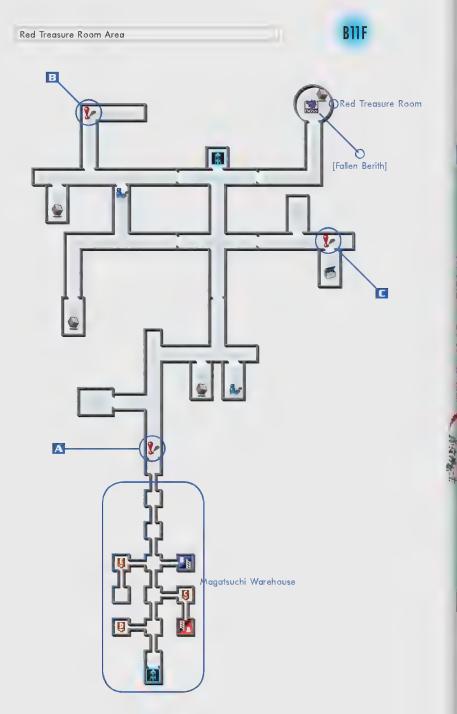
№ B11F

(Magatsuchi Warehouse Puzzle)

*To solve the puzzle in the Magatsuchi Warehouse, first turn the 'D' switch blue. If you want to save at the S-Terminal, you don't need to hit any other switches. To get to the Red Treasure room you need to hit the 'C' Switch and turn it blue. Hitting the "E" switch will allow you to go to B12F, but the route to the Treasure Room will be closed off.

≯B11F (Treasure Room Area)

★Fights [at A, B, C]: Fallen Eligor (see p198). You will meet him in 3 areas, but he will not appear in area C until after you have gotten the treasure in the adjoining room. ★Fight [Red Treasure Room]: Fallen Berith (see p198). After the fight, you get the Red Kila.





Dis-Mute
Dis-Stun
Lu Incense
Wagtail Plume
Red Kila

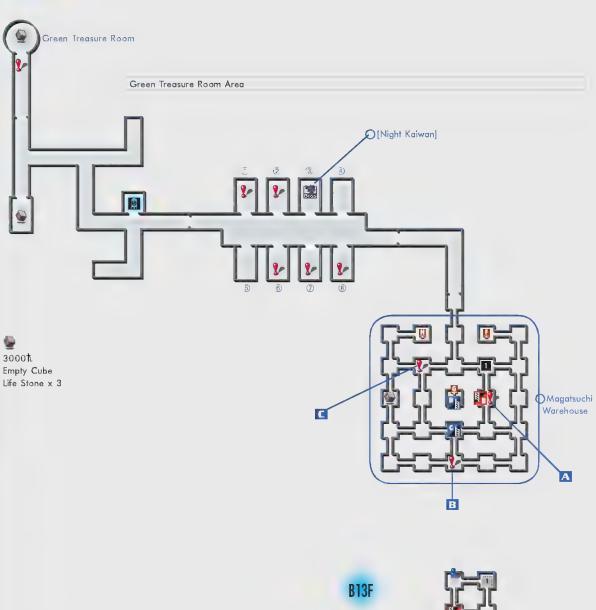
B12F

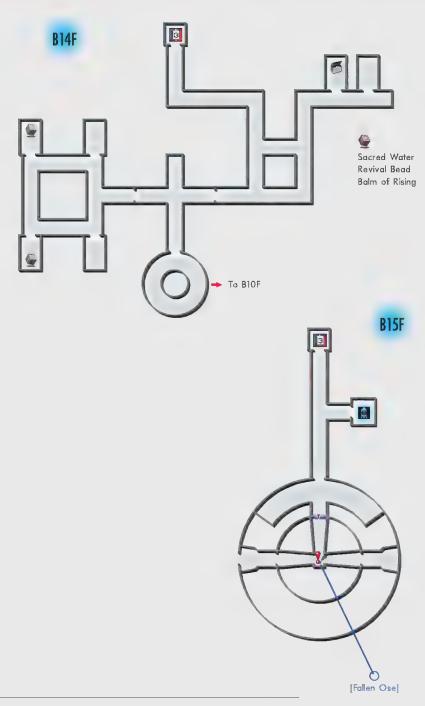
₯B12F-B13F (Magatsuchi Warehouse Puzzle)

★At the start of the puzzle, all the switches are blue and you can proceed to the Treasure Room. However, at paints A, B and C, Night Kaiwan appears and activates switches F,G and H, changing them to red. Kaiwan only activates each switch once, so by deliberately going to points A c to start with, you can then turn all the switches back to blue without Kaiwan getting in your way. To change switch G, you have to go via B13F by way of ladder C.

№ B12F (Green Treasure Room Area)

★When examining the Cache Cube in the Green Treasure room, you will see it is already empty, and Night Kaiwan will run away. Kaiwan awaits you in the hall by the Terminal with 8 adjoining rooms. Two of the rooms are empty, and the rest have battles. $\star Battle$ [Room 1] Fairy Kelpie (see p199) ★Battle [Rooms 2, 6, 7]: Night Kaiwan <False> (see p199) ★Fight [Room 8]: Fairy Kelpie x 2 (see p199) ★Fight [Room 3]: Night Kaiwan <True> (see p200). After the fight, you get the Green Kila.





№ B15F

★In the true core in the central area, there is an event with Hikawa. Afterwards a boss battle begins. ★Boss Battle [True Core]: Fallen Ose (see p200). Win the battle and get the Anathema Magatama.

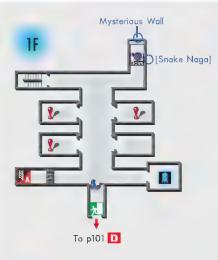
№ After clearing the Assembly of Nihilo

*After the fight with Ose, you will be teleported out of Nihilo. After that you can no longer enter. *Returning to the Mantra's Headquarters in Ikebukuro, there is an event with Chiaki. The question here affects your Reason. *In the south-side prison in BIF, there is an event where you meet Isamu again. *In Gozu-Tennoh's chamber on 60F, there is an event where the Mantra's Headquarters falls. After this, the NPC demons leave the Mantra's Headquarters. *After seeing all the above events, you can leave the Mantra's Headquarters by the northeast gate on 1F, and travel via the field to Kabukicho. However, at this point you cannot enter Kabukicho Prison via the highway.

B15F

KABUKICHO PRISON

DEMON	DEMONS APPEARING					
Race	Name	Level	Defense Type	Attack Skill Type		
Snake	Mizuchi	34	Elec Drain / Void Ice & Death / Weak to Fire	Phys / Ice		
Snake	Naga	28	Elec Drain / Weak to Fire	Phys / Elec		
Femme	Yaksini	43	Force Vaid / Weak to Elec	Phys / Nerve / Mind		
Wilder	Raiju	25	Elec Drain / Void Death / Weak to Force	Phys / Elec		
Haunt	Pisaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Curse / Nerve / Mind		
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse		
Haunt	Preta	4	Void Death / Weak to All Magic	Phys		











3F (Mirage)



№1F

★Fight [Northeast corridor]: Snake Naga (see p201). After the battle, you get the Umugi Stone. *Once you have the Umugi Stone and examine the mysterious wall, you can travel to the Mirage.

🦫 How to clear the area

★In the Mirage, left and right are the same, but the floor and ceiling are switched. There are devices (Mysterious Walls) to switch to the real world on 1F, 2F, and 4F. Just think of them as warp points between the two maps. The quickest clear route is as follows: Go to the Mirage via the wall on 1F. Take the stairs to 2F. Take Stairs H or Pit 4 to 3F. Take Stairs I to 4F. Talk to the digging Manikin. Use the wall on 4F to return to the real world. Take Pit 2 to 3F. Open the two shutters via the wall switches. Take Stairs B to 2F. Open the Shutter with the switch on the wall. Travel to the Mirage via the machine on 2F. Take stairs H to 3F. Take stairs G to 2F. Get the Spaon from the Collector Manikin. Take Fit 4 to 3F. Take stairs I to 4F. Give the Spoon to the digging Manikin. Use the wall on 4F to go to the real world. Take Pit 3 to 3F. Take the northwest stairs to 4F. Open the Shutter with the switch on the wall. Travel to the Mirage via the wall on 4F. Take Stairs J to 5F. In the far room, defeat Snake Mizuchi.

№ 2F (Mirage)

*After seeing the event with the Digging Manikin, you can get the Spoon from the Collector Manikin in an event.

1∕-3F

★Battle [Near Stairs B, after completing the Prison]: Femme Datsue-Ba x 3.



4F (Mirage)



₹-5F

(see p201).

\$ 4F (Mirage)

open a pit to 3F.

\$ 5F (Mirage)

★After defeating the boss, you will meet Futomimi in the far room. Until you see this event, the Manikin will block the Terminal and Stairs E, preventing you from going anywhere else. ★In the room across from where you meet Futomimi, you will meet Isamu, who will offer you a choice that affects your Reason. ★If you leave the room where you fought the bass, Futomimi and the Manikin will greet and thank you. The Manikins that blocked the area disappear and the junk that blocked the various paths in the Prison will disappear.

★There is an event with the Digging Manikin. Give him the Spoon and he will

★Battle [North Room]: Snake Mizuchi









IKEBUKURO TUMMEL

DEMONS APPEARING						
Race	Name	Level	Defense Type	Attack Skill Type		
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Phys / Nerve / Mind		
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys		
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode		
Femme	Shikome	32	Void Curse & Nerve / Strong to Mind / Weak to Fire	Phys / Death / Nerve		
Wilder	Mothman	43	Void Fire & Death / Weak to Elec	Death / Mind		
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve		
Foul	Black Ooze	28	Void Death / Strong to Phys / Weak to Elec & Expel	Almighty / Curse / Mind		
Foul	Blob	16	Void Death / Strong to Phys / Weak to Ice & Expel	Phys / Force / Curse		
Foul	Slime	6	Void Death / Strong to Phys / Weak to Fire & Expel	Mind / Explode		

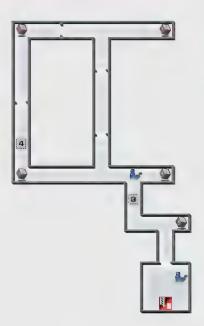




№ B1F (East Ikebukuro Station)

★From here, you can exit to the field from the main entrance of the Mantra's Headquarters. However, you cannot do this until after clearing Kabukicho Prison and talking to Hijiri at the Terminal in Ginza.







Life Stone x 3 Medicine Soma Droplets Smoke Ball: Fight [Fairy Troll x 3] Light Ball

B2F (East Ikebukuro Station)

★The dark areas on the map are all Dark Zones, where you can barely see, and the surroundings will not show on your Automap. You'll need to use a Light Ball or the Lightoma Skill.

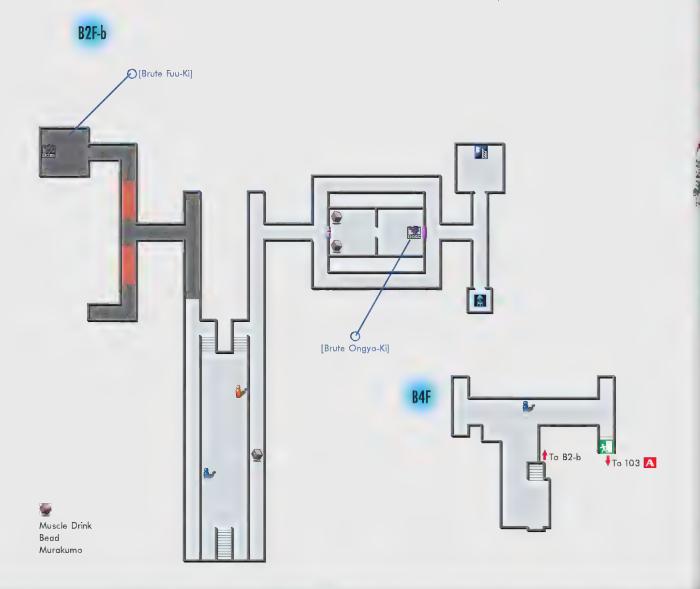
№ B4F

★Battle: Brute Kin-Ki (see p202). ★Battle: Brute Sui-Ki (see p202). You don't have to fight either on your first entry to the room.

₹ B5F

 \bigstar If you talk to the Soul near Ladder H and agree to its request, you get a Light Ball.

№ B2F (Kuramae Station)★Battle [Northwest room]: Brute Fuu-Ki (see p203) ★Battle [Northeast room]: Brute Ongyo-Ki (see p203). You cannot enter Ongyo-Ki's room until you have defeated Kin-Ki, Sui-Ki, and Fuu-Ki. After defeating Ongyo-Ki, you can proceed to the room behind his chamber.



ASAKUSA

DEM	ONS	APPE	ARING

Race	Name	Level	Defense Type	_Attack Skill Type
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Jirae	Kodama	3	Strang to Farce / Weak to Fire	Force
Femme	Shikome	32	Void Curse & Nerve / Strong to Mind / Weak to Fire	Phys / Death / Nerve
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Haunt	Pisaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Curse / Nerve / Mind
Foul	Black Ooze	28	Void Death / Strong to Phys / Weak to Elec & Expel	Almighty / Curse / Mind

DEMONS APPEADING After completing the Amela Temple

Race	Name	Level	Defense Type	Attack Skill Type
Fairy	Titania	57	Expel & Death Repel / Strong to All Magic	Ice / Mind
Fairy	Setanta	43	Force Repel / Weak to Curse & Nerve	Phys / Nerve
Fairy	Troll	38	Ice Drain / Weak to Mind	Phys / Ice
Fairy	Kelpie	26	Ice Strong / Weak to Force	Phys / Nerve / Mind
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Divine	Princi pality	28	Void Expel / Weak to Death & Mind	Phys / Expel
Divine	Archangel	18	Void Expel / Weak to Ice & Death	Phys / Expel
Snake	Raja Naga	37	Elec Drain / Strong to Phys / Weak to Fire	Phys / Elec
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Brute	Shiki-Ouji	54	Expel & Death Repel / Void Phys / Weak to Fire	Phys / Expel / Death / Nerve
Brute	lkusa	4.4	Void Nerve / Weak to Force	Phys / Death
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Femme	Shikome	32	Void Curse & Nerve / Strong to Mind / Weak to Fire	Phys / Death / Nerve
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve

🦫 Nakamise-Douri

★Fiend Battle [In front of Terminal]: Fiend White Rider (see p224). He will only appear if you saw the event in the Amala Labyrinth with the four horsemen. Even if you escape him here, he may chase you to the Shibuya, Ginza, or Ikebukuro Terminals. Defeat him to get the Candelabrum of Compassion. ★At the terminal you will meet Hijiri again. After returning from seeing the events with Sakahagi in Asakusa 1 and Futomimi in Mifunashiro (see next page), you'll be able to use the second entrance to the Assembly of Nihilo. *The staircase below is connected by Under-Construction Asakusa 2, but at the moment it is blocked.

У Under-Construction Asakusa 1 ⋅ B1F

★You can go here from Nakamise-Douri, but at first the area is under construction and you cannot proceed. After clearing Amala Network 2, (p146) it opens up. From the Southwest Entrance 🔲, you can get to Asakusa Tunnel (p148) and the Northern Temple. ★Fiend Battle [At point A]: Fiend Pale Rider (see p228). He appears only if you have already defeated Fiend Black Rider.

№ Asakusa 1

★You can get here via 🔳 at Nakamise-Douri, or from 🔲 on the Field. ★In the eastern room there is an event where you will meet Sakahagi.

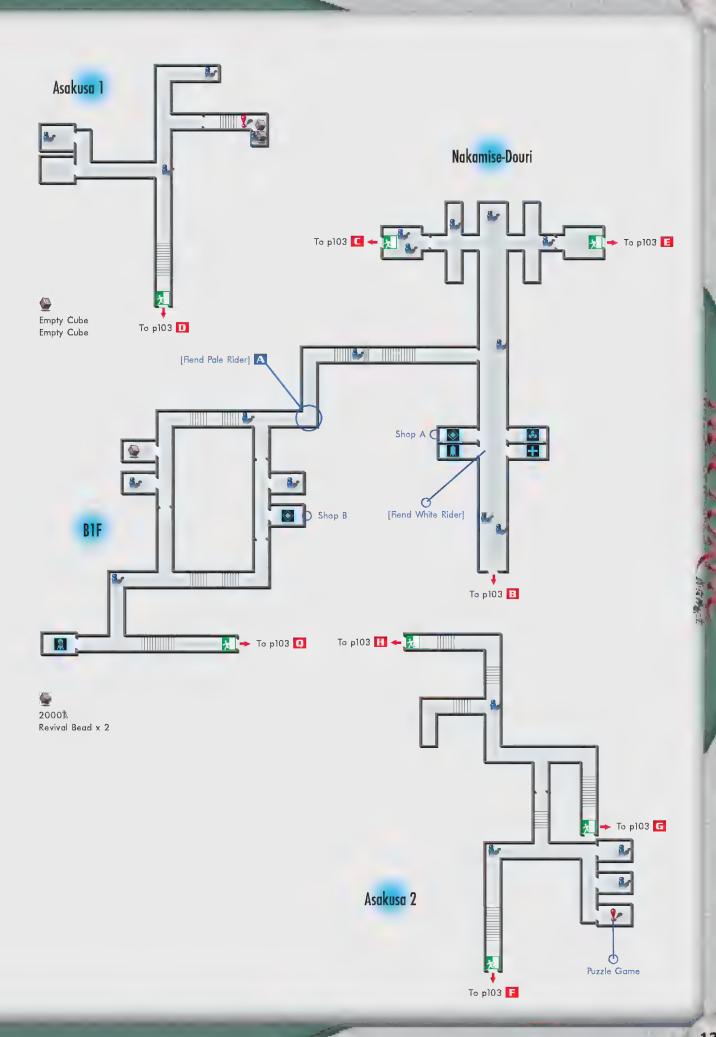
🋂 Asakusa 2

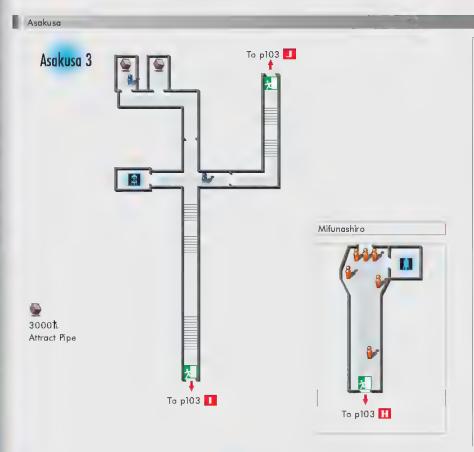
★You can get here via **E** at Nakamise-Douri, or from **F** on the Field. Exit **G** is connected to an area on the Field with a Cache Cube, and exit H is connected to an area near exit 🚺 which leads to Asakusa 3 and then Mifunashiro. 🖈 If you talk to the Manikin kid in the southeast room, you can play the 20-Level Puzzle Game. Clear them all and you'll get the Geis Magatama. See p234 for the Puzzle solutions.

Shop A Items

Name	Price
Medicine	100t
Revival Bead	600t.
Dis-Poison	150ħ.
Dis-Stun	150ħ
Dis-Charm	100ħ
Dis-Mute	150ħ
Dis-Stone	100ta
Mahama Rock	300£
Mamudo Rock	300£
Float Ball	400ħ
Light Ball	600t
Nirvana	15000t
Gehenna	30000£

Shop B Items	
Name	Price
Muscle Drink	400ħ
Revival Bead	600t
Sacred Water	200ħ
Chakra Drop	600t
Wagtail Plume	400ta
Kamuragi	45000t
Vimana	75000ħ
Sophia	120000ħ





Mifunashiro Entrance

★This area connects Asakusa 2 with Asakusa 3. In front of the entrance, there is an event where you will meet Futomimi again. At the moment, you cannot proceed further into the area.

Under-Construction Asakusa 2

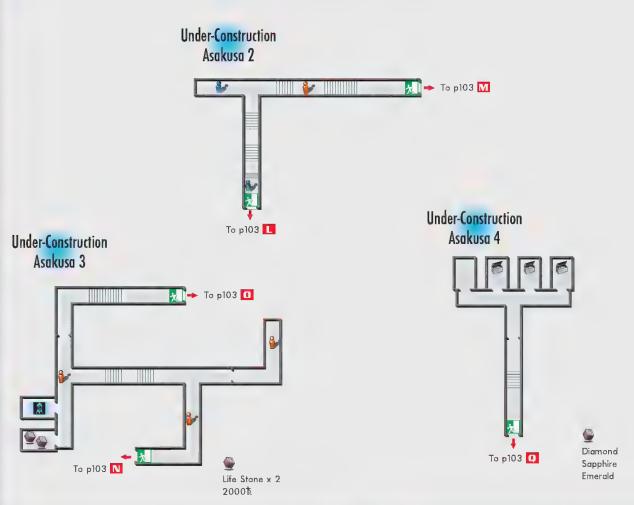
★When you first enter, the Manikin block the path and you cannot pass. After completing the Obelisk (p138) you can proceed. This area serves to connect to Under-Construction Asakusa 3.

Under-Construction Asakusa 3

★From the exit M of Under-Construction Asakusa 2, you can get to the Field. You can go here after the Obelisk is

Under-Construction Asakusa 4

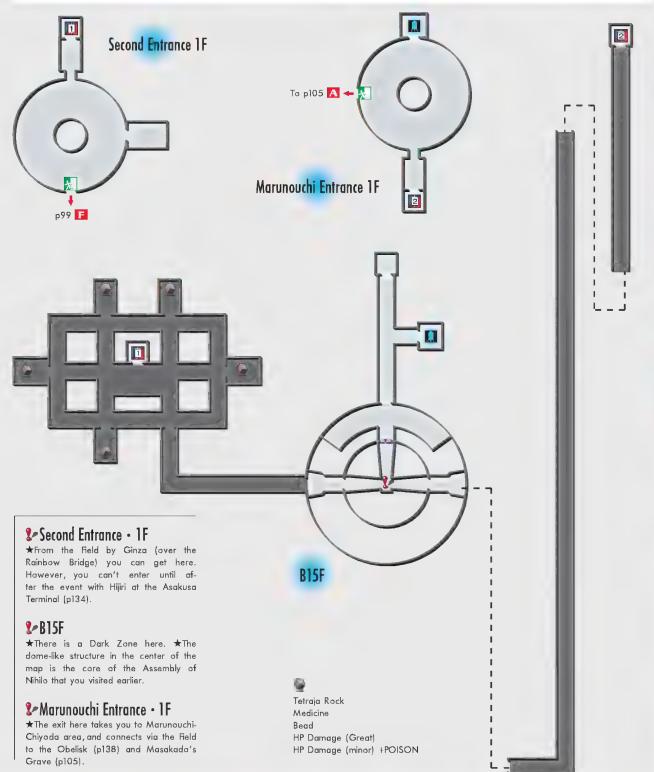
★You can come here from exit 0 of Under-Construction Asakusa 3. You can't pass until you've cleared the Obelisk.



ASSEMBLY OF NIHILO, SECOND MARUNOUCHI ENTRANCE

PA P. A		CAR	PAPE A PA	11010
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Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Корра	19	Void Force / Weak to Curse	Force / Nerve / Explode
Fallen	Eligor	29	Void Death / Strong to Phys / Weak to Elec	Phys / Death
Fallen	Forneus	20	Ice Drain / Void Death / Weak to Elec	Phys / Ice / Nerve
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Incubus	25	Void Curse & Mind / Weak to Force	Almighty / Death / Mind
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind



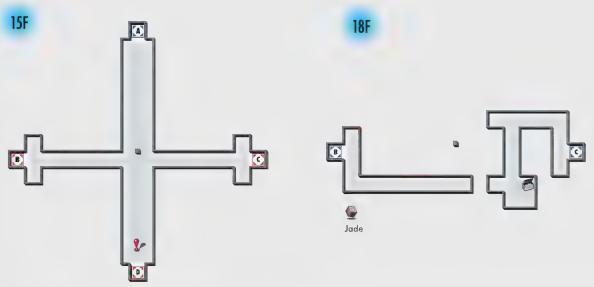
OBELISK

DEMONS APPEARING		Level	Defense Type	Attack Skill Type
Race	Name			
Yoma	Onkot	37	Strong to Phys / Weak to Curse & Nerve	Phys
Yoma	Karasu	28	Force Repel / Weak to Curse	Fire
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Корра	19	Void Force / Weak to Curse	Force / Nerve / Explode
Fallen	Berith	37	Fire Drain / Void Death / Strong to Phys / Weak to Ice	Phys / Fire
Fallen	Eligor	29	Void Death / Strong to Phys / Weak to Elec	Phys / Death
Vile	Pazuzu	45	Void Death / Weak to Ice	Phys / Force / Death / Nerve / Mind
Vile	Baphomet	33	Death Repel / Weak to Expel	Fire / Death
Vile	Arahabaki	30	Ice Repel / Void Phys & Expel & Death / Weak to All Else	lce / Death
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Incubus	25	Void Curse & Mind / Weak to Force	Almighty / Death / Mind
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode



V15F

Near the lift up, there is an event where you meet the three women -- Clotho, Lachesis and Atropos -- who control the Obelisk. There is no fight, though.

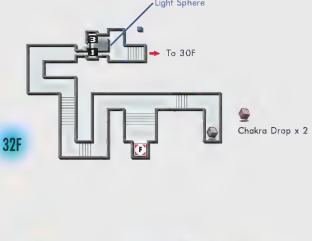


24F To 26F To 24F Light Sphere

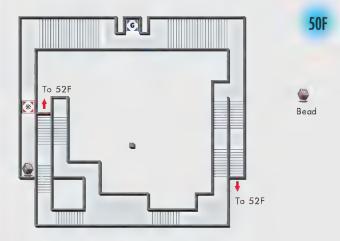
30F

№30F

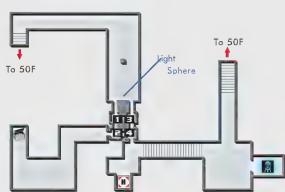
★There is a Kagutsuchi phase puzzle here. The 4 glowing diamonds on the wall, and the floor blocks with 1 and 3 glowing diamonds represent Kagutsuchi phases. Manipulate the Light Sphere near the blocks and Kagutsuchis phase will turn to NEW. At this point, as you step on the blocks, Kagutsuchis phase will advance by the number of diamonds on the block you stepped on. By stepping on the blocks in the correct order and getting the correct phase (in this case, HALF), the wall block will descend so you can walk on it. However, if youre not right next to the wall at this point to cross it, it will ascend again on your next step when the phase advances again. If you fail to clear the puzzle by the next NEW phase, the floor will disappear and you will be dumped to the level below. In this case, you just need to step on the blocks from 3 to 1 descending.









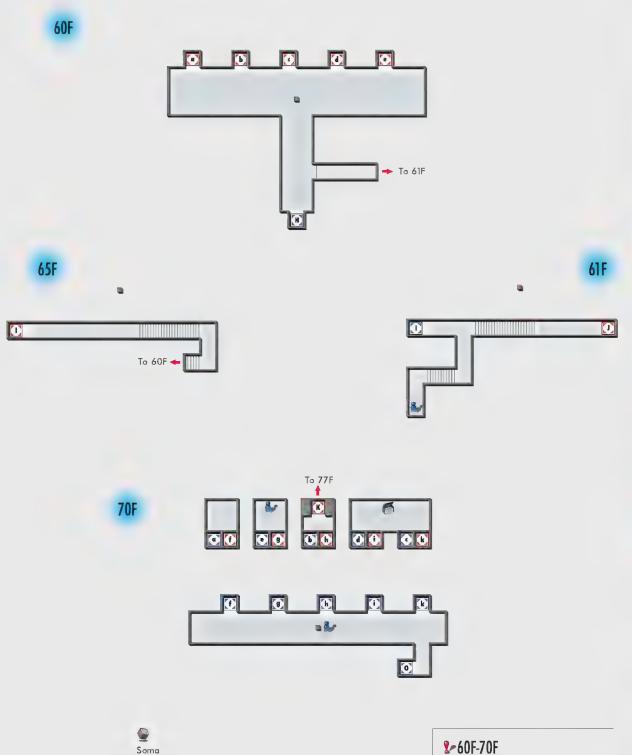


№50F

 \bigstar You can only get on the lift marked with the * from the north side.

№52F

★The second Kagutsuchi puzzle. There are two wall blocks, but you cannot make them descend simultaneously. If you want to get the Mystical Chest on the HALF side, then take the blocks in the following order: 3, 4, 2, 1, 2. Youll pass once by FULL phase and get there on the second HALF phase. If you want to go to the Terminal or higher levels on the FULL side, the order to take is 1,3,4. However, if you dont want the Mystical Chest, you can get to the Terminal and lift without solving this puzzle.



2 60F-70F

★The ten lifts connecting 60F and 70F return to their initial positions when you get off them, so they are only one-way.
If you don't want to waste time going the wrong way, you can use the R3 stick on 70F to change your viewpoint and see where each of the lifts goes.

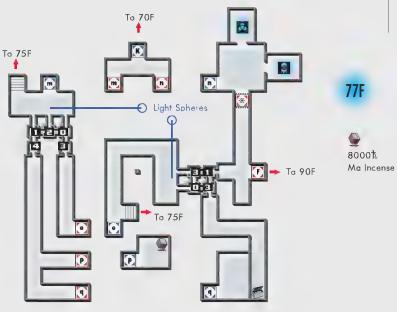
Obelisk



★There are two Kagutsuchi Phase puzzles here. The first one has two wall blocks. To get to the treasure beyond the HALF wall, step on the blocks in the following order: 2,1,4,1,4. To proceed further beyond the FULL wall, the order is 2,1,2,0,3. ★The second Kagutsuchi Phase Puzzle in the center of the floor has two paths as well. The HALF side has treasure beyond it. To get there, step on 3,0, and then the right 3,0,3,0,3. To get to the lift up via the FULL side, the order is 3,1,3,1. The lift marked with a \divideontimes can only be ridden from the south side to start with.

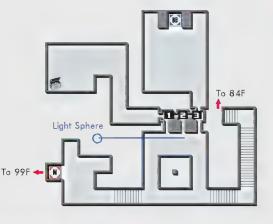
№85F

★You come here from 99F. In addition there it connects to the vault in B2F. ★There is a two-pathed Kagutsuchi Phase puzzle. To get to the Mystical Chest beyond the FULL side, the order is 2, 3, 2, 1. The lift to B2F is on the HALF side, and the order is 1,2,1,2,1,2,3.

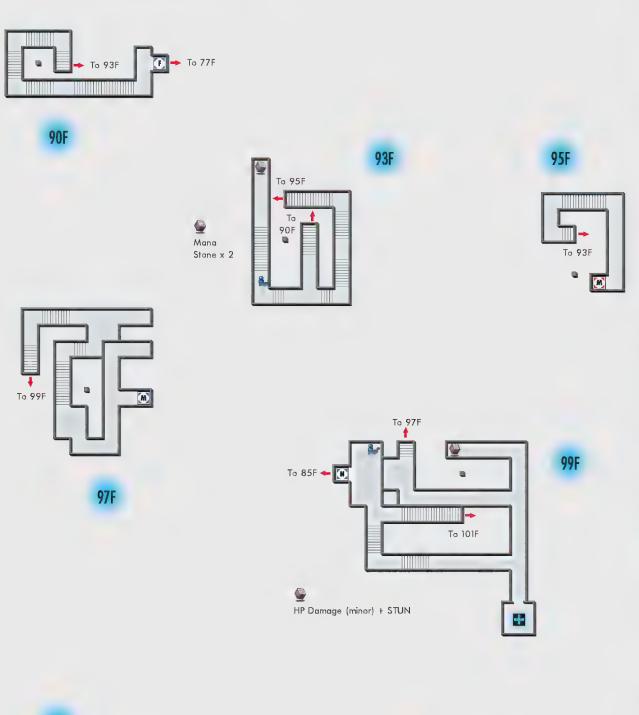


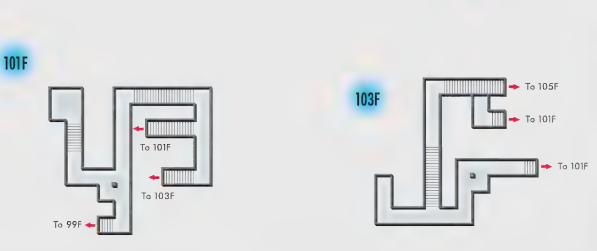
85F











Obelisk

105F



128F

★The Kagutsuchi Phase puzzle contains three boss fights. At each of the wall blocks, there is a fight with one of the three Sisters you met on 15F. To clear the puzzle you must beat all three of the sisters without leaving the puzzle area. The order is: 1, 0, 3. Battle at the west end at HALF. After that, move on 0,1,0,1,2 and fight the battle in the center at FULL. Finally, go to I (right side), 2, 1 and fight at HALF on the east end. If you end up having to do the puzzle over again, you will have to fight all three sisters again as well. *Battle [HALF, West side]: Femme Clotho (see p204). ★Battle [FULL]: Femme Lachesis (see p204). ★Battle [HALF,East side]: Femme Atropos (see p204).

132F

★There is an exit to the Obelisk, but at the moment you can only use it to look outdoors. After Kagutsuchi Tower (p164) appears, you can use it as a normal entrance.

★Take the lift up to 142F and there will immediately be a battle. Be prepared in advance.

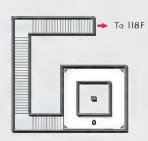
142F

★Boss Battle: Femme Clotho, Lachesis and Atropos (see p205). After the battle, if you take the lift to the top floor of the Obelisk, there is an event where you will meet Yuko again. Your demon stock will also increase by 2, to its maximum value (12).

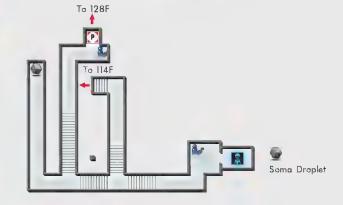
№ B2F

★You can get here from 85F. One of the Cache Cubes has the infinite-use Spyglass in it.

114F

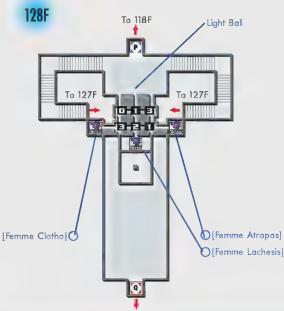


118F

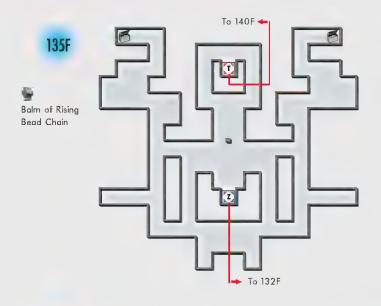


127F



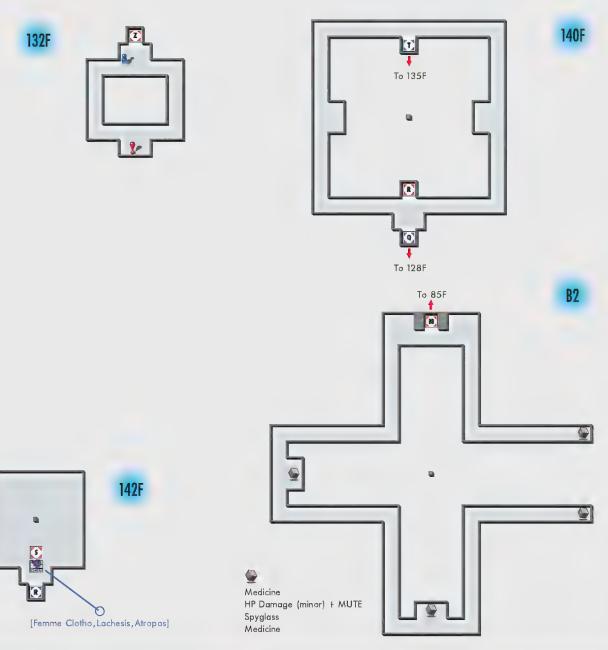


To 140F



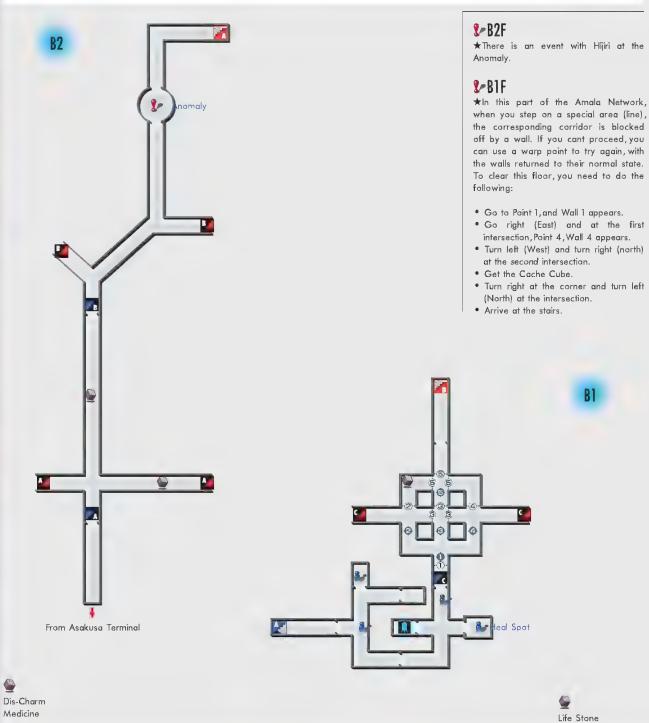
≯After clearing the Obelisk

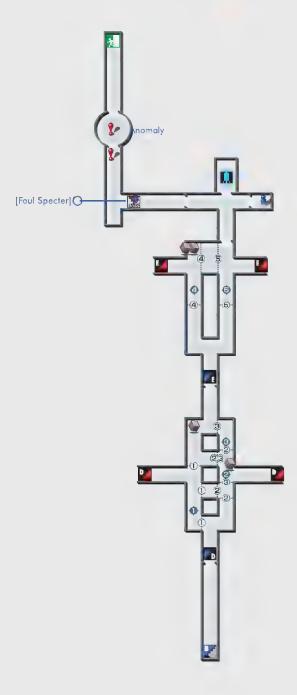
★After clearing the Obelisk, several places in the Vortex World change, as described below. *Barring one area, all the underground tunnels in Asakusa are repaired. After talking to Hijiri at the Terminal (there is a Reason question here), you can go to the Amala Network 2 (p146). ★Fiend Black Rider appears in the Shinjuku Medical Center and can be fought (p113). ★If you go to the Shibuya Center during a Full Kagutsuchi, two Manikins are summoning a demon, which you can fight. Boss Battle: Tyrant Mara (see p206). After the battle, you get the Magatama Muspell. ★After getting info in the Asakusa passages, you can meet Hikawa in front of Mantra's Headquarters, who will ask you a Reason question. After this event, you will not be able to enter Mantra's Headquarters for



AMALA NETWORK 2

DEMON:	SAPPEARING			
Race	Name	Level	Defense Type	Attack Skill Type
Element	Haemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	Ice
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	-
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	-
Mîtama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind





%1F

★On this floor there are two tiers of wall-summoning corridors. To clear them do the following:

[South Corridors]: Turn right at the T-intersection and then north at the corner. Take the first turn left (West). At the intersection turn right (North). Take the next turn right (East). Take the Cache Cube and do a U-turn (West). Head right (North) at the intersection. Take the Cache Cube and turn the corner, then turn left (North) at the next turn.

[North Corridors]: At the T-intersection turn left (West). Turn North at the corner and get the Cache Cubes. Return via the Warp point as the path is now blocked. This time, turn right (East) at the T-intersection. Turn North at the corner and keep going until you get to the Terminal.

Boss Battle [Corridor before the Anomaly]: Foul Specter (see p206). ★After the battle with Specter, there is an event with the Shadow before the Anomaly, and then an event where you meet Isamu in the Anomaly itself. The questions in both events affect your Reason.

After clearing the Amala Network 2

★From the exit you will be teleported to Asakusa Terminal where you meet with Hijiri. After seeing the event with Hikawa in Ikebukuro and returning to the Terminal, you can ask about Mifunashiro from Hijiri. ★Going to Mifunashiro, there is an event with Futomimi. At this point, the final sealed road in Asakusa (p135) opens, and you can go via the field to Asakusa Tunnel.

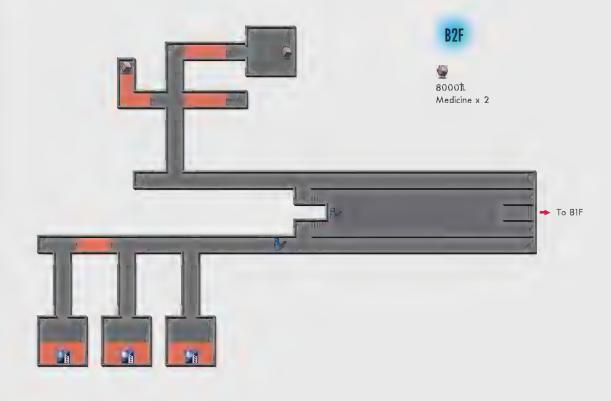
Magic Mirror Chakra Drop Magic Mirror HP Damage (Great)

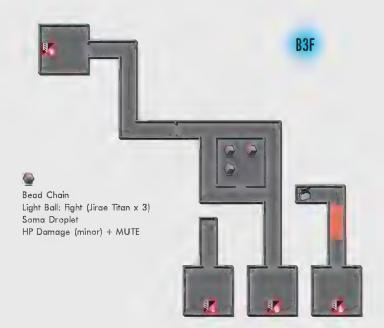
ASAKUSA TUNNEL

DEMON:	APPEARING			
Race	Name	Level	Defense Type	Attack Skill Type
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Phys / Nerve / Mind
Snake	Raja Naga	37	Elec Drain / Strong to Phys / Weak to Fire	Phys / Elec
Snake	Naga	28	Elec Drain / Weak to Fire	Phys / Elec
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Brute	lkusa	44	Void Nerve / Weak to Force	Phys / Death
Femme	Shikome	32	Void Curse & Nerve / Strong to Mind / Weak to Fire	Phys / Death / Nerve
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Foul	Black Ooze	28	Void Death / Strong to Phys / Weak to Elec & Expel	Almighty / Curse / Mind

Yushima Station







У Asakusa Tunnel

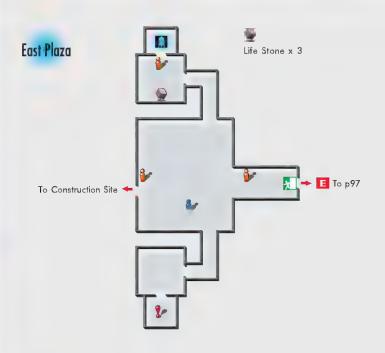
★This tunnel connects Asakusa with Yoyogi Park (East entrance). There are both Dark Zones and Damage Zones, so the skills Lightoma and Liftoma, or the items Light Ball and Float Ball are useful. However if you get used to it, you will be OK without Lightoma (or a Light Ball). Exiting to the surface from Gaien-Mae Station, you can get to Yoyogi Park by going West.





YOYOGI PARK

DEMONS	DEMONS APPEARING					
Race	Name	Level	Defense Type	Attack Skill Type		
Fairy	Titania	57	Expel & Death Repel / Strong to All Magic	Ice / Mind		
Fairy	Oberon	46	Strong to Phys / Weak to Curse	Phys		
Fairy	Setanta	43	Force Repel / Weak to Curse & Nerve	Phys / Nerve		
Fairy	Troll	38	Ice Drain / Weak to Mind	Phys / Ice		
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Phys / Nerve / Mind		
Fairy	Pyro Jack	19	Fire Drain / Weak to Ice	Fire		
Fairy	High Pixie	10	Strong to Elec	Force		
Fairy	Jack Frost	7	Ice Drain / Weak to Fire	Ice		
Fairy	Pixie	2	Strong to Elec	Elec		





LEast Plaza

★In the south building, you will meet Yuko again. The question she asks affects your Reason. No matter how you answer, you will get the Park Key from her, and will be able to use it to unlock the door to the Construction Site East area. ★After defeating the boss of the Park and returning here with the Yahirono Himorogi, you will be asked more questions that affect your Reason.

Construction Site West

★Several of the bridges in the area conceal Fairies that will warp you to other areas of the park if you try to pass beneath them. Where they are hiding is shown on the map to the left, so if you avoid them you will have no problems. If you look out over the park from the top of the Platform,the Pixies locations will all be glowing. Keep them in mind while youre navigating the area.

Construction Site East

★The north-side warp area has 4 High Pixies in an "X" formation at the spots marked with an X. You can pass through the four "+"-marked spots without being warped. However, once passing through one of these spots, the High Pfixies will move to the '+' spots and you can then only pass through the "X" spots without being warped. The quickest path to the exit is to pass through points A, B and C in order. ★The South side warp area has many warp points, but no Platform to view them. However, by looking at the map, you can get to the central communications tower easily. If you want to get the Cache Cube in the corner, just pass through the "L" and then 'U" warps. ★Boss Battle [Center Communications Tower]: Vile Girimehkala, Corpus Sakahagi (one after the other fight, see p207). Afterwards you get the Yahirano Himorogi.

№ After clearing Yoyogi Park

★Fiend Battle [West Plaza]: Fiend The Harlot (see p229). After the battle, you get the Candelabrum of Beauty. ★You can re-enter the Mantra Headquarters, and there is an event with Chiaki on 60F. After that, the NPC demons in the Headquarters and random encounters change. ★In Kabukicho Prison, the Emperor appears. Boss Battle (room where Mizuchi was) Night Black Frost (see p207).

Construction Site



AMALA NETWORK 3



У Amala Network 3

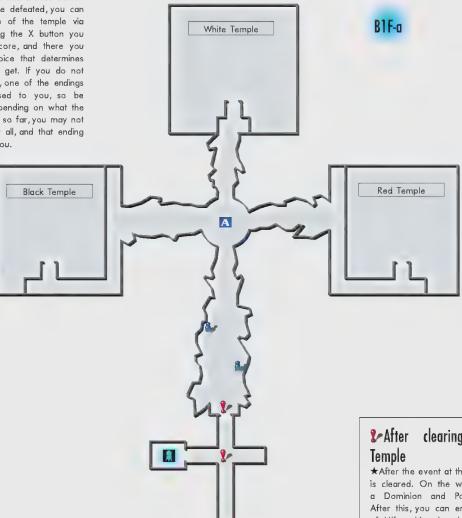
★After clearing Yoyogi Park, seeing the event with Chiaki in Ikebukuro, and talking to Hijiri at the Asakusa Terminal, you can teleport here. ★The only events are a meeting with Isamu and a single boss fight. The conversation with Isamu has no impact on your Reason. ★Boss Battle [Corridor] Foul Specter (see p208). ★When you leave the exit, you will be teleported to the Sannou-Nagatacho area. You cannot return to the Amala network, and cannot go anywhere via the field other than the Amala Temple (p152).

AMALA TEMPLE

DEMON	S APPEARING			
Race	Name	Level	Defense Type	Attack Skill Type
Element	Haemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	lce
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	_
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Fairy	Oberon	46	Strong to Phys / Weak to Curse	Phys
Fairy	Troll	38	Ice Drain / Weak to Mind	Phys / Ice
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind

УAmala Temple

★There are 3 temples (Pyramids) here: the Black Temple, the White Temple, and the Red Temple. Each has a boss demon in it, and when all are defeated, you can proceed to the core of the temple via point A. By pressing the X button you can travel into the core, and there you may be given a choice that determines what ending you will get. If you do not agree to the request, one of the endings will be forever closed to you, so be careful. However, depending on what the protagonist has done so far, you may not be given a choice at all, and that ending will be closed off to you.



To p107

№ After clearing the Amala

★After the event at the Core, the Temple is cleared. On the way to the terminal, a Dominion and Power will appear. After this, you can enter into the inside of Mifunashiro. In addition, nearly all the Manikin will vanish from Asakusa and enemies will start attacking you in the streets.

AMALA TEMPLE . BLUCK

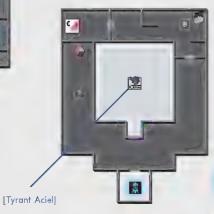
DEMON Race	S APPEARING Name	Level	Defense Type	Attack Skill Type
Element	Flaemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	Ice
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	70
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Fairy	Titania	57	Expel & Death Repel / Strong to All Magic	Ice / Mind
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind

16





Light Ball Megido Rock Lu Incense





Bead Soma

BIF





≯ Black Temple • 1F

★Pits 7 and 8 will only work if you fell from pits 2 and 4 on 2F. Just entering the rooms on 1F will not drop you to B1F.

Proof Proof Pro you extinguish this torch, you can enter the room in B1F that holds the boss.

Parameters ■ B1F

★You cannot get to this floor without falling through multiple holes from 2F. The lock on the center room is broken by extinguishing the Black Torch on 3F.

**Boss Fight [Center Room]: Tyrant Aciel (see p208).

AMALA TEMPLE . WNITE TEMPLE

DEMON.	S APPEARING			
Race	Name	Level	Defense Type	Attack Skill Type
Element	Haemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	Ice
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7 _	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	_
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	-
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Fallen	Ose	45	Void Death / Weak to Nerve	Phys
Snake	Quetzalcoatl	55	Void Ice / Strong to Phys / Weak to Elec	Phys / Death / Curse
Vile	Pazuzu	45	Void Death / Weak to Ice	Phys / Force / Death / Nerve / Mind
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Ice / Curse
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Choronzon	_11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind







Life Stone x 2 Medicine Bead Soma

Revival Bead

Chakra Pot: Fight (Haunt Legion x 3)

УWhite Temple ● 1F

★Nearly all the doors are warp triggers. However, the same door will teleport you different places depending on which side you open it from. For example, in the northwest corner, if you open the door from the west side Warp "H" will not trigger, and instead you'll be sent to point "D." Conversely, if you enter this room from the east, you'll be teleported to point "H." The quickest route to 2F is through warps A,B,D,G,Lift to 2F.

> White Temple • 2F

★Like 1F, this floor is a storm of warp points. The fastest way to 3F is via warps "I", "H", "L", "M", "", Lift to 3F. To get the east Cache Cube, just go through the door behind you immediately after going through warp "L" in the route listed above.

УWhite Temple ● 3F

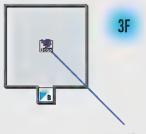
★Boss Fight [By Altar]: Entity Albion (see p210)





Blessed Fan Chakra Pot



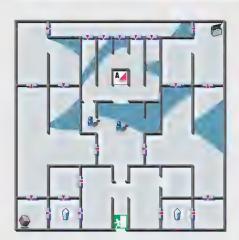


[Entity Albion]

AMALA TEMPLE . PED

DEMONS API	PEARING
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DEMON	S APPEAKING			
Race	Name	Level	Defense Type	Attack Skill Type
Element	Haemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Element	Aquans	15	Ice Repel / Void Expel & Death / Weak to Fire	lce
Element	Aeros	11	Void Expel & Death / Strong to All Magic	Elec / Mind
Element	Erthys	7	Void Expel & Death / Weak to Force	Elec
Mitama	Saki Mitama	35	Void Expel & Death & Ailment Attacks	Elec / Force
Mitama	Kusi Mitama	32	Void Expel & Death & Ailment Attacks	sole
Mitama	Nigi Mitama	29	Void Expel & Death & Ailment Attacks	_
Mitama	Ara Mitama	25	Void Expel & Death & Ailment Attacks	Phys
Yoma	Efreet	52	Fire Drain / Weak to Ice	Fire
Femme	Dakini	52	Strong to Fire / Weak to Ice	Phys / Fire / Death / Curse
Femme	Yaksini	43	Void Force / Weak to Elec	Phys / Nerve / Mind
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind







Bead Ag Incense

№ Red Temple • 1F

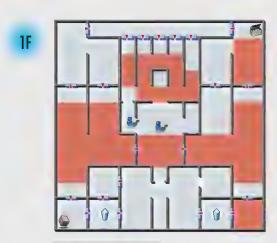
 \bigstar If you step on any shadows (blue spots on the map) you will be pulled into the Shadow World. In the Shadow World you can use neither stairs nor Terminals. To return, you must touch one of the Light Pillars located throughout the Temple. If you just want to get to the next floor, you can just take the quickest route without touching any shadows, but if you want to get the Mystical Chest, you have to go into the Shadow World.

№ Red Temple • 2F

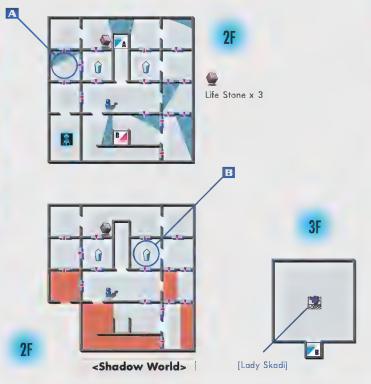
★To get to 3F, you need to deliberately enter the Shadow World in room 🛕 and return via the light in room 🖪 . After that you can get to the Lift without touching any shadows.

УRed Temple ● 3F

★Boss Battle [By the Altar]: Lady Skadi (see p209).

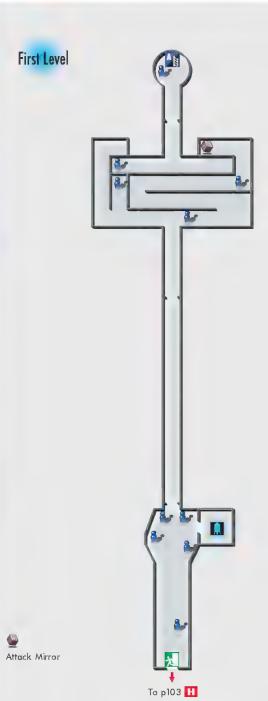


<Shadow World>



MIFUNASHIRO

DEMON	S APPEARING			
Race	Name	Level	Defense Type	Attack Skill Type
Divine	Dominion	50	Expel Repel / Weak to Death & Curse	Expel
Divine	Virtue	41	Expel Repel / Weak to Force & Death	Expel
Divine	Power	33	Expel Repel / Weak to Death & Nerve	Expel / Nerve
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve
Jirae	Sarutahiko	35	Void Expel & Death / Weak to Nerve	Phys
Jirae	Sudama	13	Strong to Force / Weak to Fire	Force / Explode
Brute	Shiki-Ouji	54	Expel & Death Repel / Void Phys / Weak to Fire	Phys / Expel / Death / Nerve
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Corpus	Manikin	13	Void Expel & Death	Nerve / Mind



First Level

★You can enter this area after clearing the Amala Temple.

PEvent/Second Level

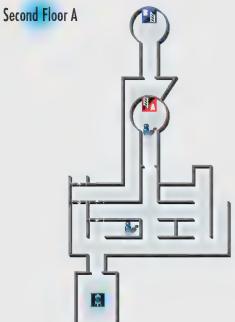
★If you turn west at the S-Terminal and go straight down the hill, you will find a Manikin hiding in a cave. Talk to him to get a Medicine.

Event/Third Floor

★At the overpass, two angels will appear. They ask a Reason question. The Manikin they killed carries a Medicine. *You can go to the core of Mifunashiro from the light in the Hall of Mirror. When you do, there is an event with Chiaki. Like the Core at the Amala Temple, the question she asks you determines the course of your ending. If you do not agree with Chiaki, then one of the endings will be closed off to you. However, depending on the protagonist's actions up to this point, there may be no question from Chiaki and that ending will be closed off. Either way you will fight a boss fight, so make sure you are healed up. ★Boss Fight [Agree with Chiaki]: Corpus Futomimi (see p211). ★Boss Fight [Do not agree with Chiaki or no question]: Seraph Uriel, Raphael, Gabriel (see p211).

≯ After clearing Mifunashiro

★Nearly all of the Manikin will disappear from Mifunashiro and Asakusa, and NPC demons will take up residence in Asakusa. ★The Assembly of Nihilo demons in Ginza reappear and provide new information. ★Yurakucho Tunnel opens up. You can enter Yurakucho Tunnel from the Field near Ginza. It is further north from the second entrance to the Assembly of Nihilo.







Third Floor A



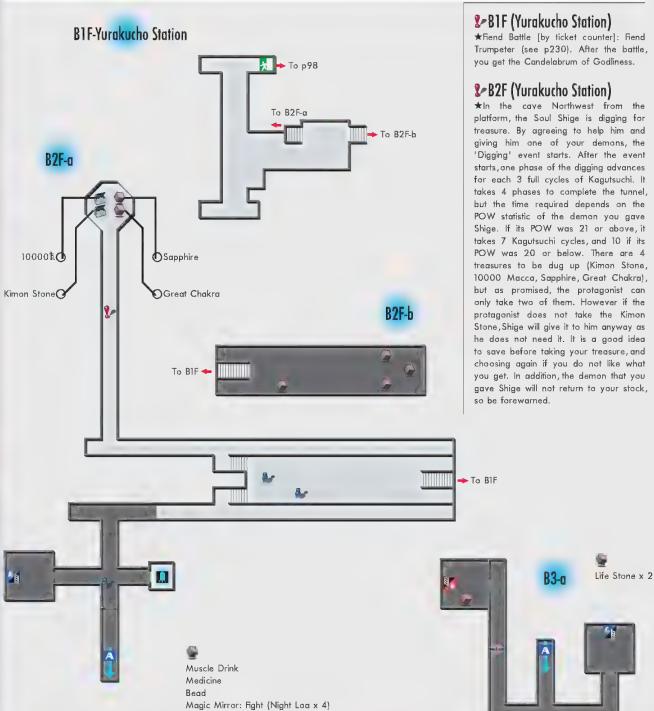


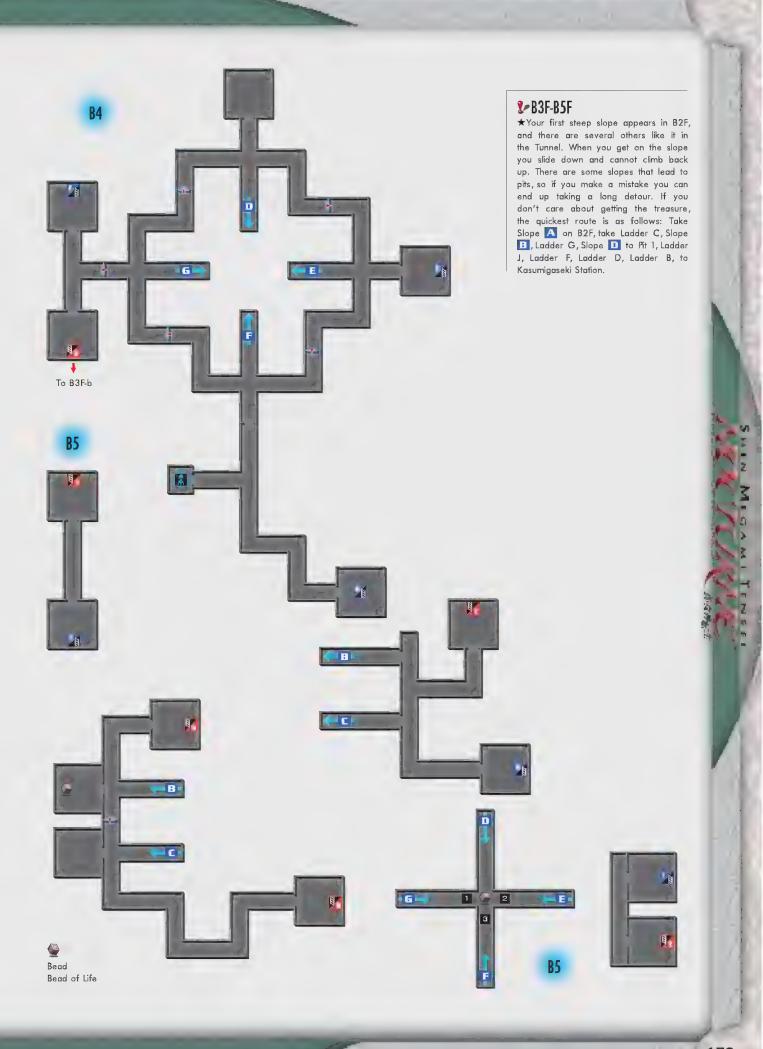
Second Floor B

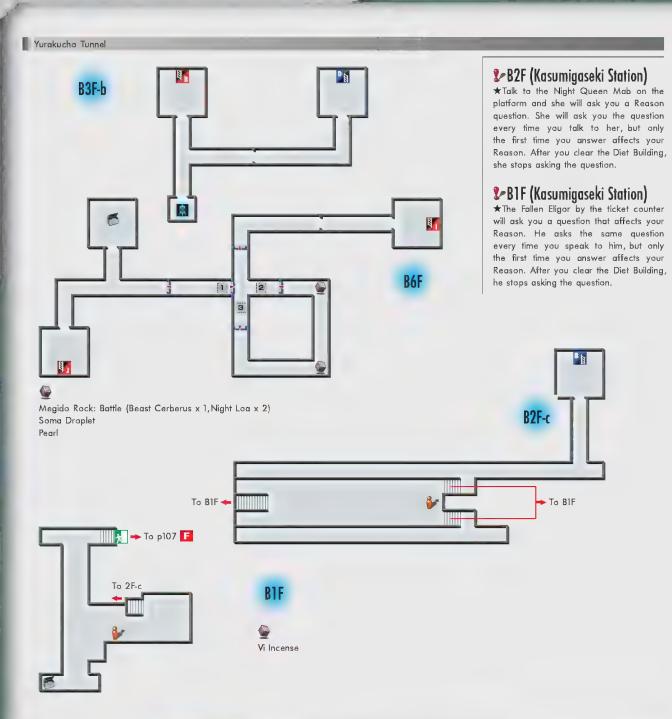


YURAKUCHO TUNNEL

DEMON	DEMONS APPEARING					
Race	Name	Level	Defense Type	Attack Skill Type		
Yoma	Efreet	52	Fire Drain / Weak to Ice	Fire		
Snake	Quetzalcoatl	55	Void Ice / Strong to Phys / Weak to Elec	Phys / Death / Curse		
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve		
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force		
Jirae	Titan	49	Void Force / Weak to Elec	Phys / Fire / Nerve		
Brute	Shiki-Ouji	54	Expel & Death Repel / Void Phys / Weak to Fire	Phys / Expel / Death / Nerve		
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec		
Femme	Dakini	52	Strong to Fire / Weak to Ice	Phys / Fire / Death / Curse		
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Ice / Curse		
Night	Kaiwan	47	Void Death / Strong to All Magic / Weak to Expel	Phys / Death / Mind		
Haunt	Rakshasa	63	Death Repel / Weak to Elec & Expel	Phys / Almighty / Nerve		







NORTHERN TEMPLE

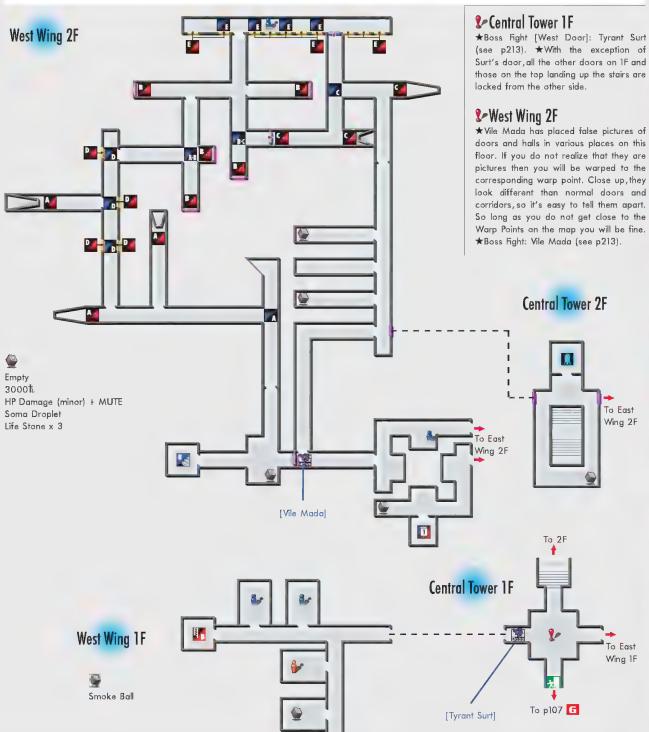


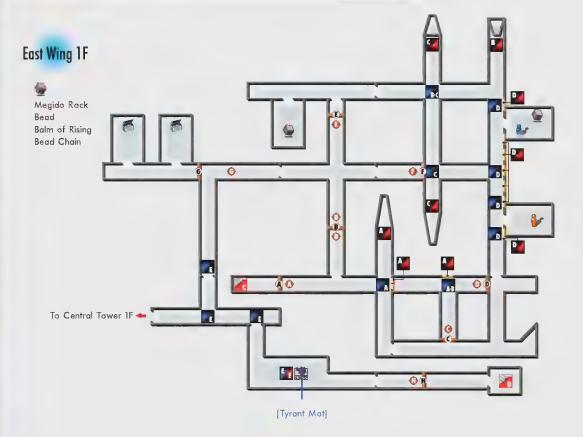
№ B3F-B5F

After the Digging event in Yurakucho Tunnel ends, and you get the "Kimon Stone," then you will be able to enter this temple. As soon as you enter, Bishamon appears. He asks to fight, but you do not have to agree. If you refuse the first time, you can come back and challenge him again. ★Boss Fight [Bishamon's Challenge]: Kishin Bishamon (see p212).

DIET BUILDING

DEMON:	DEMONS APPEARING					
Race	Name	Level	Defense Type	Attack Skill Type		
Yoma	Efreet	52	Fire Drain / Weak to Ice	Fire		
Yoma	Purski	48	Void Force & Expel / Weak to Elec	Phys / Force / Nerve / Mind		
Yoma	Jinn	44	Force Drain / Weak to Nerve	Force / Explode		
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty		
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve		
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve		
Night	Queen Mab	56	Strong to All Magic	Elec / Mind		
Night	Log	53	Void Death & Curse & Nerve / Weak to Expel	Phys / Death / Curse / Explode		
Night	Kaiwan	47	Void Death / Strong to All Magic / Weak to Expel	Phys / Death / Mind		





Least Wing 1F

★Tyrant Mot has laid more false-picture traps. In addition, when you pass by specific points, false walls appear. You can probably find a route without getting teleported by consulting the above map. Some of the treasure is blocked off by false walls, but once you defeat Mot they disappear, so you can get them at that point. Mot himself has transformed into one of the 8 bronze statues, but if you look at the reflections in the floor, you can tell the false one from the real ones. ★Boss Fight: Tyrant Mot (see p213).

East Wing 2F

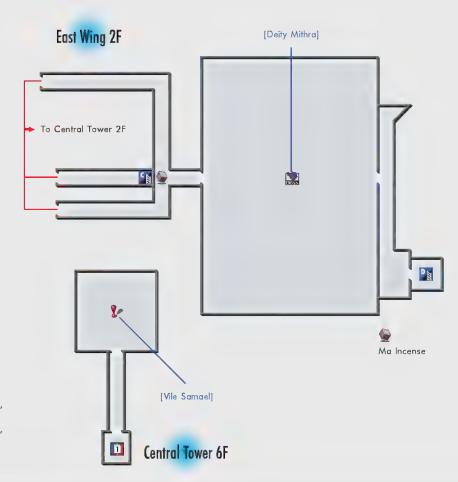
★Boss Battle [Conference Hall]: Deity Mithra (see p214).

Central Tower 6F

★You will find Yuko and Hikawa here. The choice whether or not to "Stop Hikawa" affects which ending you get. If you try to stop Hikawa, there is a boss battle. *Boss Battle: Vile Samael (see p214). After the battle, you get the "Yahirono Himorogi."

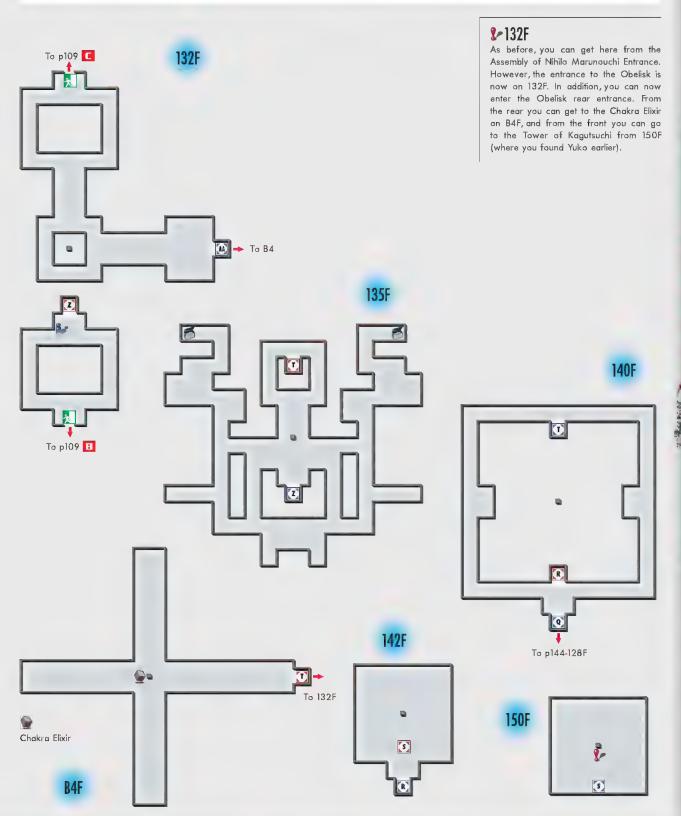
№ After Clearing Diet Building

*After getting the Yahirono Himorogi, you can use it immediately at the Core of the Amala Temple. After doing this, the Tower of Kagutsuchi appears. You can enter there from where the Obelisk was.



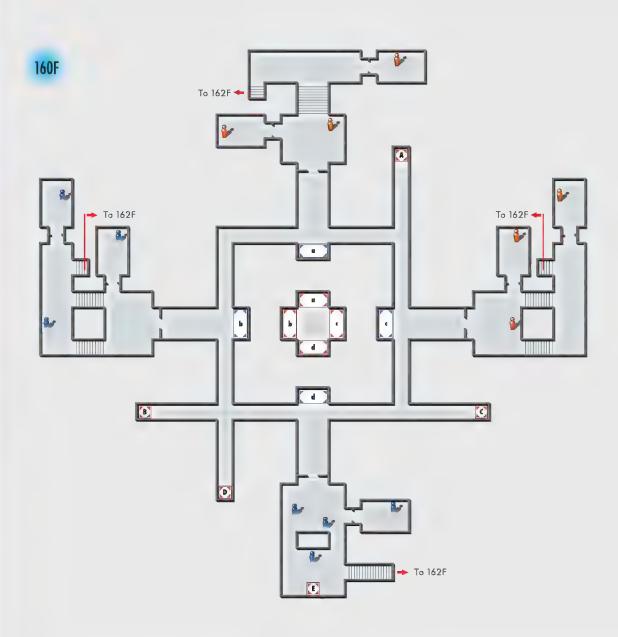
OBELISK (AFTER TRANSFORMATION

Race	Name	Level	Defense Type	Attack Skill Type
Yoma	Purski	48	Void Force & Expel / Weak to Elec	Phys / Force / Nerve / Mind
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Night	Queen Mab	56	Strong to All Magic	Elec / Mind



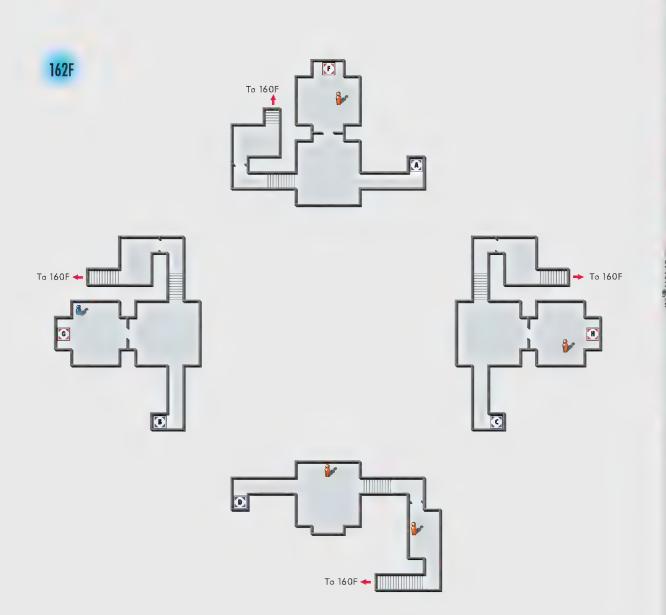
TOWER OF KAGUTSUCHE

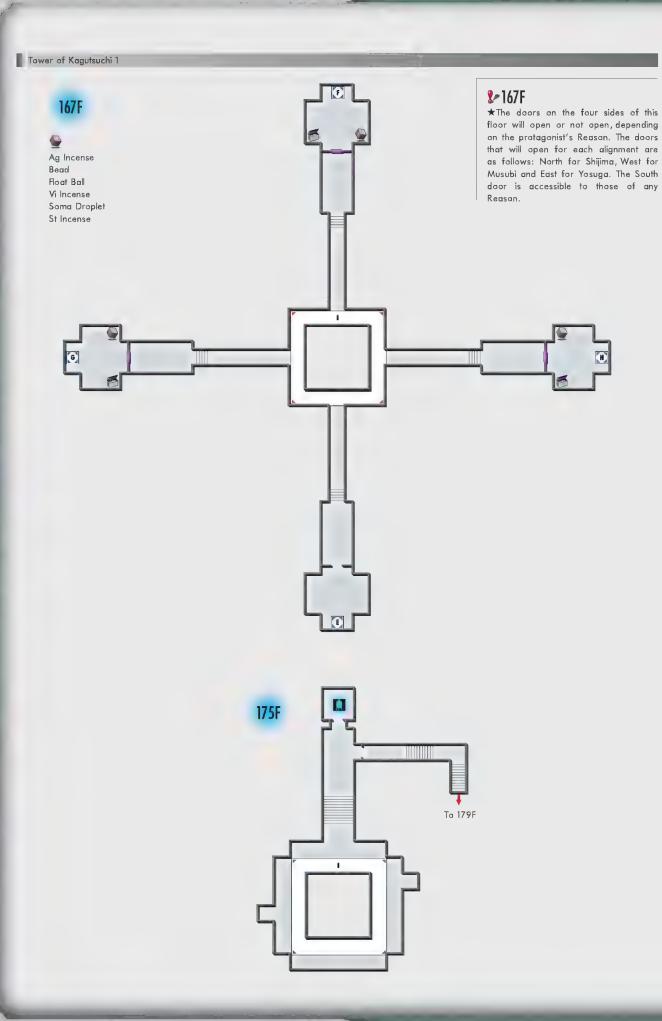
DEMON Race	S APPEARING Name	<pre>- < Tower o Level</pre>	f Kagutsuchi 160-231F> Defense Type	Attack Skill Type
Yoma	Purski	48	Void Force & Expel / Weak to Elec	Phys / Force / Nerve / Mind
Divine	Throne	64	Expel Repel / Fire Drain / Weak to Ice & Death	Fire / Expel / Curse
Fallen	Hauros	68	Death Repel / Weak to Nerve	Phys
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Surt	74	Fire Drain / Void Death & Nerve & Mind / Weak to Ice	Fire
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Foul	Shadow	52	Void Death / Strong to Phys / Weak Force & Expel	Elec / Almighty / Death
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak Expel	Phys / Elec / Force / Death / Curse



№160F

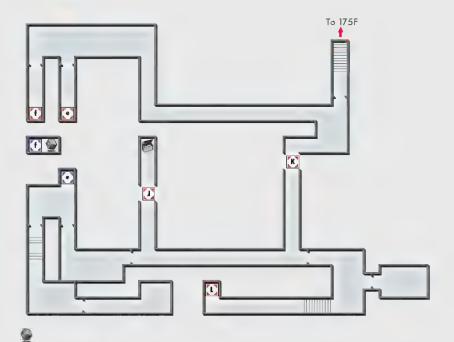
The moment you set foot in here, the protagonist's Reason is permanently set. Therefore, if you haven't completed the Labyrinth of Amala (5th Kalpa) then you won't be able to go back and finish it, so be forewarned. In addition, the protagonist's starting point will differ based on alignment: "a' for Shijima, "b" for Musubi, "c" for Yosuga and "d" for all others.





Great Chakra

Megidola Rock



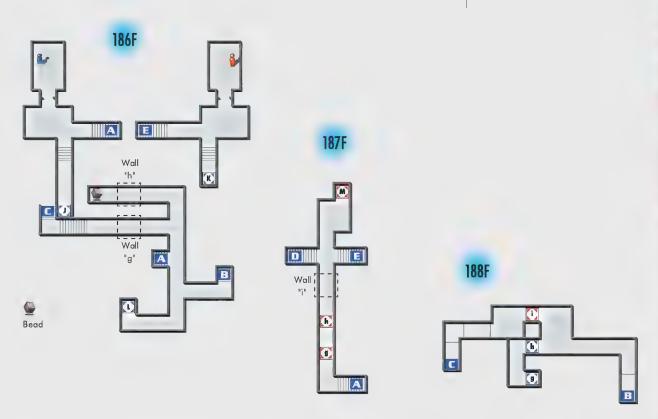
№179F

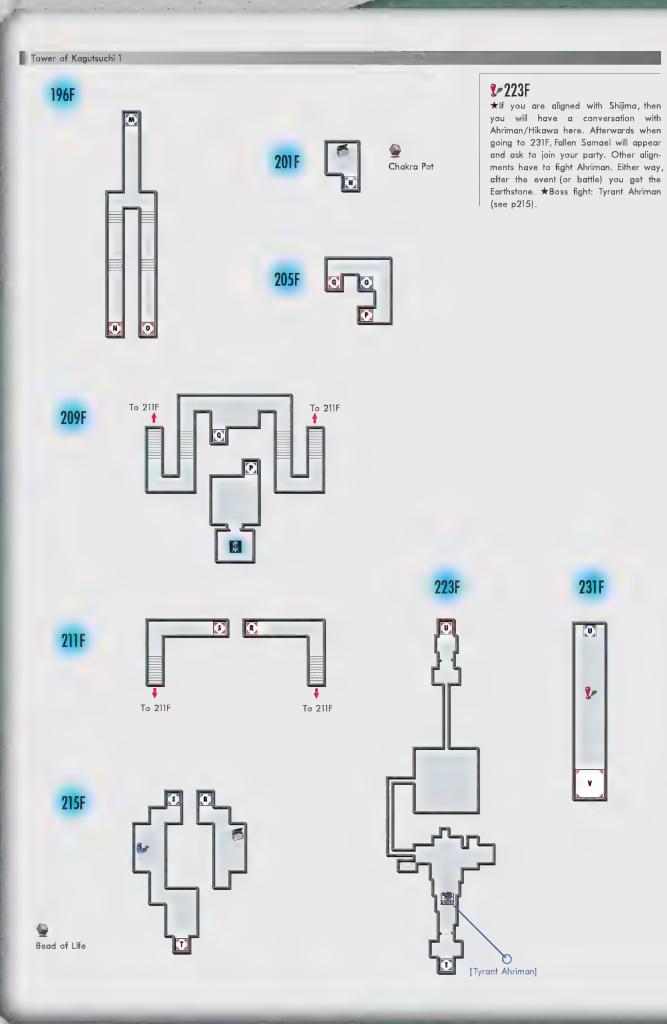
★Lifts "J" and "K" start out on 186F, so they cannot be crossed until lowered.

№ 186F

★To get to lift 'M' on 187F, you need to go through some complex motions. The order is as follows. Take stairs A to 187F, Ride lift "h" to 188F, Take stairs 1 to 186F, Return to 187F and take lift "g" to 188F, Raise block "i" and take stairs 1 to 186F, Return to 188F via the stairs and take Lift "h" to 187F. Now you can get to lift 'M." At this point you can take the lift by stairs 1 down to 179F to get the Mystical Chest. If you want to save your game, the Terminal is close to where you descend from the Lift near stairs 1.

About 186F-188F: The lifts from 186F to 188F act as both pathways and walls. In their initial states, 'g' and 'h" act as walls on the path on 186F, and as paths on 186F. Lift "i" blocks the path on 187F but acts as part of the floor on 188F. When you raise "g" and "h," the walls on 186F disappear and you can traverse 188F, but then they serve to block the path on 187F. If you ride lift "i" up then the wall on 187F disappears and you can get back down there by taking the stairs. The ideal setup is for "g" and 'h" to be down (in their initial positions) and for "i" to be raised. If you have time it can be convenient to set this up.





TOWER OF KAGUTSUGHLE

DEMON	S APPEARING	<tower o<="" th=""><th>f Kagutsuchi 285-345F></th><th></th></tower>	f Kagutsuchi 285-345F>	
Race	Name	Level	Defense Type	Attack Skill Type
Divine	Throne	64	Expel Repel / Fire Drain / Weak to Ice & Death	Fire / Expel / Curse
Fallen	Hauros	68	Death Repel / Weak to Nerve	Phys
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Snake	Yurlungur	66	Void All Magic / Weak to Ailment Attacks	Elec / Force
Beast	Cerberus	61	Fire Repel / Phys Strong / Weak to Ice	Phys / Fire / Nerve
Femme	Rangda	72	Phys Repel / Weak to Elec	Phys / Fire / Nerve
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Surt	74	Fire Drain / Void Death & Nerve & Mind / Weak to Ice	Fire
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Night	Lilith	80	Void Expel & Death / Strong to All Magic	Elec / Almighty / Death / Mind
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Weak to Fire	Phys / Ice / Force
Foul	Shadow	52	Void Death / Strong to Phys / Weak to Force & Expel	Elec / Almighty / Death
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak to Expel	Phys / Elec / Force / Death / Curse

285F

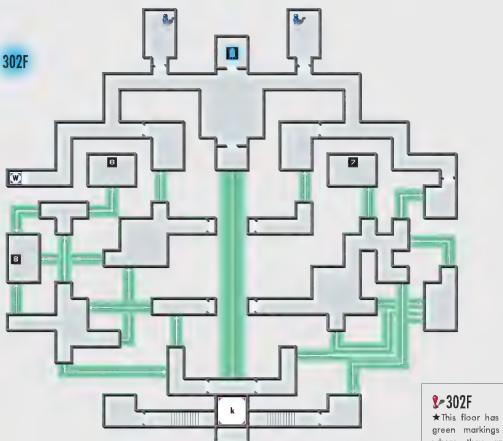
№285F

*At point A, there is a half-dead Archangel that fought with Ahriman. If you are aligned with Shijima and talk to this Archangel, then you can gain the memory of fighting Ahriman. This "Memory of Battle" registers itself on the tombstones in the Labyrinth of Amala (where you can replay boss fights). Therefore, even if you are on the Shijima route where you normally don't get to fight Ahriman, you can fight him in the Burial Chamber in the Labyrinth.



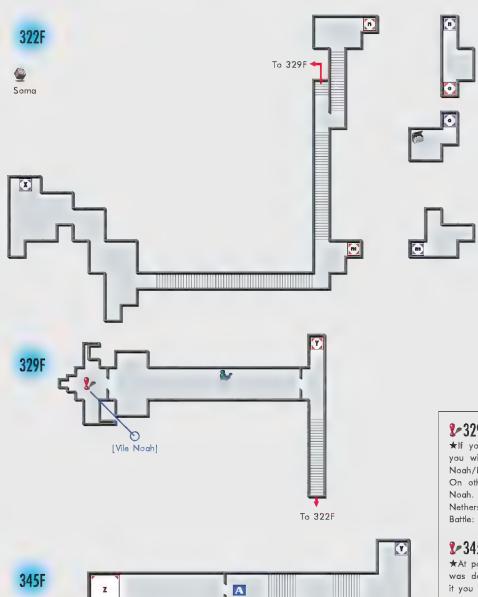
Bead Chain: Fight (Femme Rangda x 1, Tyrant Abaddon x 2) Attack Mirror Pot of Death

298F



★This floor has "Light Paths" on it. The green markings on the map indicate where they are, and while at first they look like empty space, when the protagonist approaches, two glowing blocks appear. Proceed to walk on these blocks and more will appear for you to use as a path. However, you can only advance; as you proceed down the path, the blocks behind you will disappear. Effectively they act as one-way roads (in the direction of the arrows on the map) so it is wise not to get on them unless you are sure you want to go to where they take you.

Walkthrough 3D Map Guide



329F

★If you are aligned with Musubi, here you will have a conversation with Vile Noah/Isamu, and get the Netherstone. On other paths, you will have to fight Noah. In this case, you will get the Netherstone after the battle. ★Boss Battle: Vile Noah (see p216).

№345F

★At point 🔼 is a half-dead Power that was defeated by Noah. If you talk to it you will gain the memory of the fight with Noah (see p216).

TOWER OF KAGUTSUGHI

Race	Name	Level	Defense Type	Attack Skill Type
Fallen	Hauros	68	Death Repel / Weak to Nerve	Phys
Snake	Yurlungur	66	Void All Magic / Weak to Ailment Attacks	Elec / Force
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Femme	Rangda	72	Phys Repel / Weak to Elec	Phys / Fire / Nerve
Vile	Mada	83	Phys Drain / Void Death / Weak to Curse	Phys / Mind
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Mot	91	Void Expel & Death & Ailment Attacks / Weak to Elec	Fire / Force / Almighty
Tyrant	Aciel	77	Death Repel / Void Expel / Strong to All Magic	Ice
Tyrant	Surt	74	Fire Drain / Void Death & Nerve & Mind / Weak to Ice	Fire
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Night	Lilith	80	Void Expel & Death / Strong to All Magic	Elec / Almighty / Death / Mind
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Fire Weak	Phys / Ice / Force
Foul	Shadow	52	Void Death / Strong to Phys / Weak to Force & Expel	Elec / Almighty / Death

Life Stone x 3 402F 8 Z

№402F

★The shop is selling the 24th Magatama, Kailash. If you have gotten all the other Magatama by this point, there is an event the next time you go to the Cathedral of Shadows. You will get the Lord's Sword. If you have this, you can go from Masakado's Grave to the Bandou Shrine (p176).

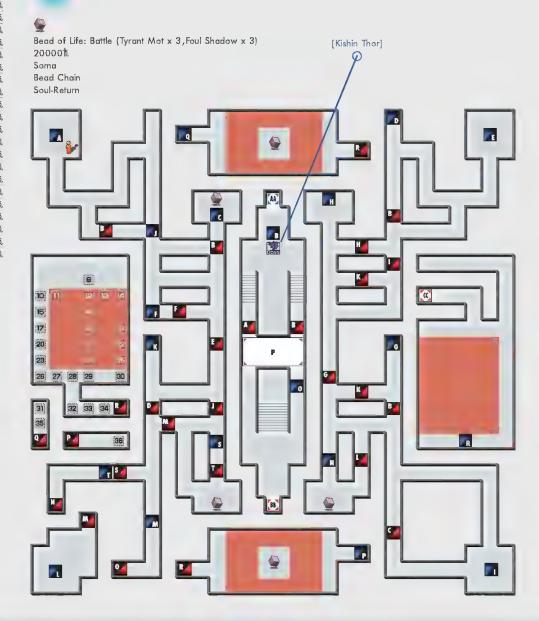
\$-418F

★Boss Battle [By Lift "AA"]: Kishin Thor (see p217). \bigstar To get to the next floor, you need to make it to Lift "BB." There are tons of warps, but if you take them in the following order it is the quickest way to the exit: "A", "E", "I", "L", "M" and "O." Once you get to the lift, if you lower block "P" then you won't have to go through the warp sequence again.

Shop Items

Name	Price
Medicine	1001
Revival Bead	6001
Dis-Poison	1501
Dis-Stun	1501
Dis-Charm	1001
Dis-Stone	1001
Dis-Mute	1501
Sacred Water	2001
Roat Ball	4001
Light Ball	6001
Chakra Drop	6001
Maragi Rock	2501
Mabufu Rock	2501
Mazio Rock	2501
Mazan Rock	2501
Mahama Rock	3001
Mamudo Rock	3001
Makajam Rock	2001
Poison Arrow	3001
Wagtail Plume	4001
Kailash	1500001

418F





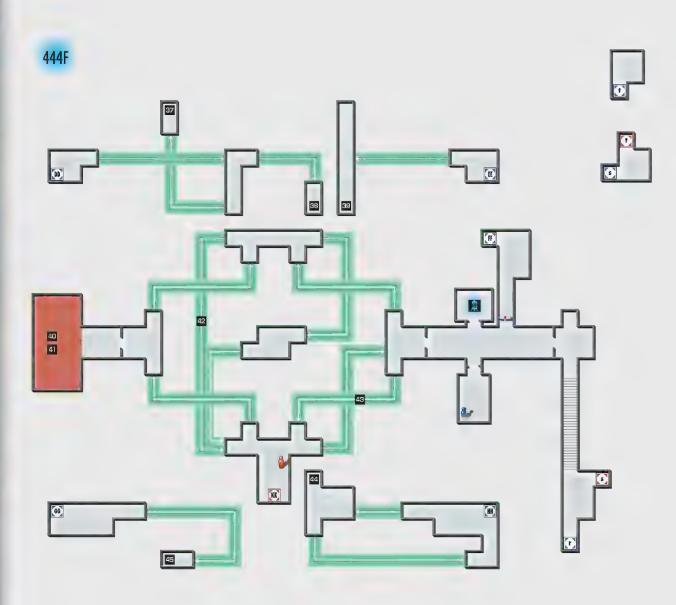
₹431F

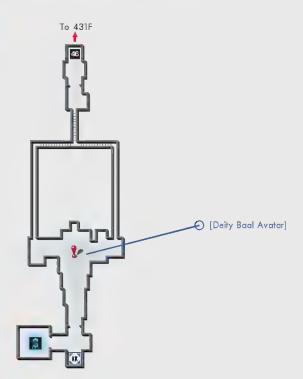
 \bigstar From here, you can either proceed to the path that leads outside the edge of Kagutsuchi tower, or go to 666F where the 3 altars for the "Stones" are. However if you want to go outside, then you need to take Lifts "HH" or "GG" up to 444F, then fall through a pit (44 or 45) first. ★To get to the area in west side riddled with pits you need to go via the outside pathway to 44F and then fall through a pit (40 or 41) first. From here, if you fall into Pit 35 or 36, then you can get to the two closed-off areas on 418F with treasure in them. One of these has the rare item "Soul-Return" so it is to your advantage to get it as soon as possible.

Tower of Kagutsuchi 3

№444F

There are more "Light Paths" here. Be careful, as some of the light paths have pits on them. The pits worth falling into are 37, 40, 41, and 43 (to get treasure) or 44 (to advance the game). The other pits will get you nowhere, so they're best avoided.





№462F

★Boss: Deity Baal Avatar (see p218)
After the fight, you get the Heavenstone.
Unlike Ahriman and Noah, you have to
fight this boss no matter which side you
are aligned with.

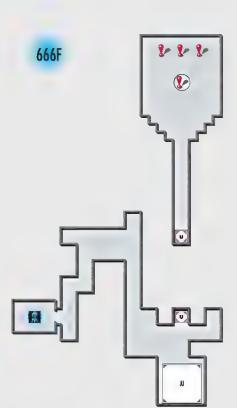
№666F

★When you offer the three Stones to the three altars, the lift to Kagutsuchi appears. You can put the stones in whatever altars you wish. What happens next depends on what path the protagonist chose. It falls into 3 basic categories:

- 1) Go straight to the ending.
- 2) Go to the ending after fighting Kagutsuchi.
- 3) Go to the ending after fighting Kagutsuchi and one last final battle.
- ★Boss Battle: Light Kagutsuchi (see p219). ★Boss Battle: Final Boss (see p233).

475F





BANDOU SHRINE

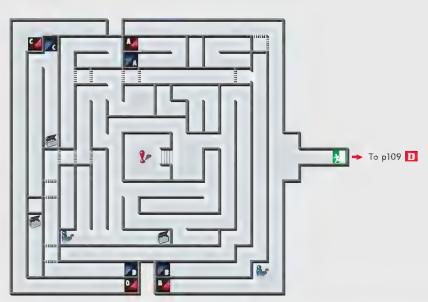
DEMONS	APPEARING			
Race	Name	Level	Defense Type	Attack Skill Type
Deity	Odin	65	Void Ice & Expel / Weak to Force	Phys / Fire / Ice / Curse
Deity	Amaterasu	56	Void Fire & Expel & Death	Fire / Expel
Deity	Atavaka	47	Expel & Death Repel / Weak to Nerve & Mind	Phys / Mind
Megami	Scathach	64	Void Force & Expel & Curse / Weak to Elec	Force / Expel
Megami	Sati	48	Fire Drain / Expel Repel / Weak to Ice	Fire / Mind
Fury	Beiji-Weng	61	Void Expel & Death / Strong to Phys / Weak to Fire	Phys / Expel / Death / Nerve
Lady	Kali	67	Death Repel / Void Fire & Expel / Weak to Ice	Phys / Mind / Curse
Kishin	Mikazuchi	45	Elec Repel / Void Expel / Weak to Force	Elec / Curse
Holy	Chimera	55	Fire Drain / Void Expel / Weak to Nerve & Mind	Phys / Fire / Explode
Holy	Baihu	43	Void Ice & Expel / Weak to Fire	Phys / Ice / Death
Avatar	Barong	60	Expel Repel / Elec Drain / Weak to Death	Phys / Ice / Elec / Nerve
Avatar	Yatagarasu	46	Force & Expel Repel	Force / Expel

To p109 11 S0000th S0000th

Masakado's Grave-Bandou Shrine

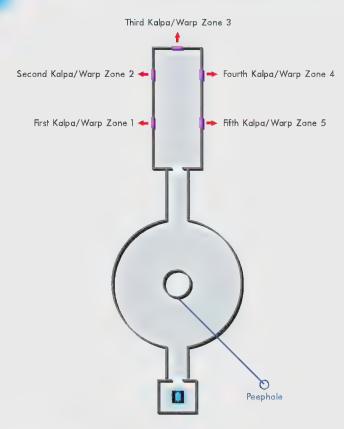
*After getting the Lord's Sword at the Cathedral of Shadows and examining Masakado's Grave in the northeast Marunouchi-Chiyoda area, you can enter the Bandou Shrine. Once you enter, you can go in and out whenever you want. ★Boss Battle [North Pillar]: Kishin Bishamon (see p220). ★Boss Battle [East Pillar]: Kishin Jikoku (see p221). ★Boss Battle [West Pillar]: Kishin Koumoku (see p220), ★Boss Battle [South Allar]: Kishin Zouchou, ★After defeating all four Kishin, the center shrine descends and the map changes. Enter the shrine and you will meet Lord Masakado. Your answer to his question does not matter. After the event, you get the Masakados Magatama.





LABYRINTH OF AMELA ENTER

16



№1F

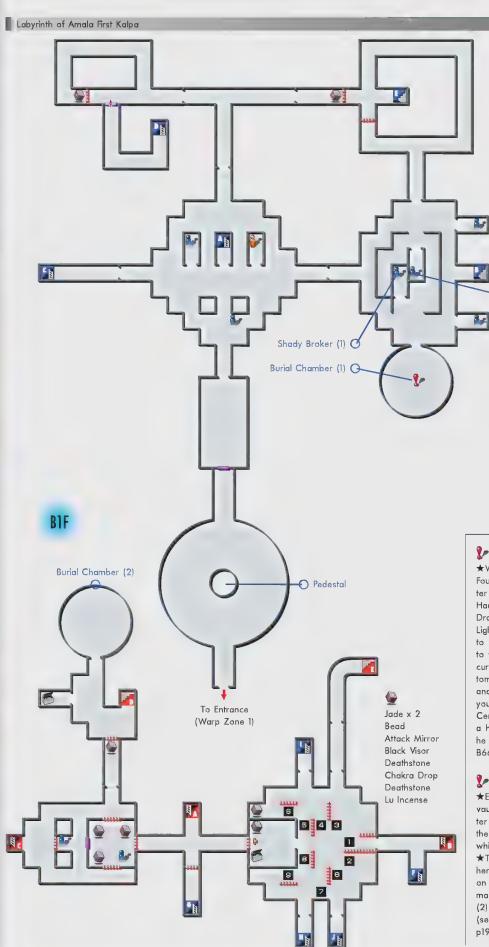
★First Visit: After being teleported here from Amala Network 1, the only place you can go is the central room with the peephole. You cannot go to the Terminal or the north room. Through the peephole you will see an event and get the Candelabrum of Sovereignty. After the event, you will be teleported to the Ginza Terminal. ★Second visit and after: After fighting Fiend Matador in the Ginza Underpass, you can teleport to the Terminal. Examine the peephole and you will see an event, and the north room will open. At first you can only use the hole to the First Kalpa/Warp Zone 1. As you place the necessary Candelabrums in the other Kalpas, their respective Warp Zones here will open.

***Labyrinth of Amala Rules:**

You cannot talk to any of the demons that appear in the Labyrinth of Amala. To proceed you need to gather Candelabrums and you can see Peephole Events in each Kalpa, but once you enter the Tower of Kagutsuchi this is no longer possible. In other words, if you wish to totally clear the Labyrinth of Amala, you must do it before entering the Tower of Kagutsuchi. Be forewarned.

LABYRINTH OF AMALA FIRS

Race	APPEARING Name	Level	Defense Type	Attack Skill Type
Megami	Sati	48	Fire Drain / Expel Repel / Weak to Ice	Fire / Mind
Element	Flaemis	20	Fire Drain / Void Expel & Death / Weak to Ice	Fire
Yoma	Karasu	28	Force Repel / Weak to Curse	Fire
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Корра	19	Void Force / Weak to Curse	Force / Nerve / Explode
Fairy	Kelpie	26	Ice Strong / Weak to Force	Phys / Nerve / Mind
Fairy	Pyro Jack	19	Fire Drain / Weak to Ice	Fire
Fallen	Berith	37	Fire Drain / Void Death / Strong to Phys / Weak to Ice	Phys / Fire
Fallen	Eligor	29	Void Death / Strong to Phys / Weak to Elec	Phys / Death
Fallen	Forneus	20	Ice Drain / Void Death / Weak to Elec	Phys / Ice / Nerve
Snake	Naga	28	Elec Drain / Weak to Fire	Phys / Elec
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Femme	Taraka	20	Void Nerve / Weak to Ice	Phys / Nerve
Vile	Arahabaki	30	Ice Repel / Void Phys & Expel & Death / Weak to All Else	Ice / Death
Night	Incubus	25	Void Curse & Mind / Weak to Force	Almighty / Death / Mind
Night	Lilim	8	Void Elec / Weak to Ice	Elec / Mind
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Wilder	Raiju	25	Elec Drain / Void Death / Weak to Force	Phys / Elec
Haunt	Pisaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Curse / Nerve / Mind
Haunt	Chatterskull	20	Fire Drain / Void Death / Weak to Expel & Curse	Phys / Nerve / Explode
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse



№1F

★When putting the Candelabrum of Foundation on the Pedestal, you can enter the First Kalpa. ★Shady Broker (1): Haunt Pisaca (15000 Macca/Skills = Life Drain, Trafuri, Estoma, Riberama, Liftoma, Lightoma, Lucky Find, Watchful). ★Talk to Kamala and she will tell you hints as to where to find any Fiends that you can currently fight. ★Burial Chamber (1): The tombstones of Fallen Forneus (see p193) and Fairy Trall (see p195) are here. If you come here on your second play, Cerberus will appear. If you have gotten a high score on all the tombstones, then he will take you to the Tomb of Yomi on B666F of the Fifth Kalpa.

1F

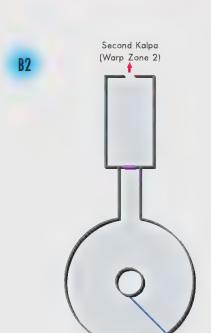
Chakra Drop Bead

🕥 Dr. Dark

€ Kamala

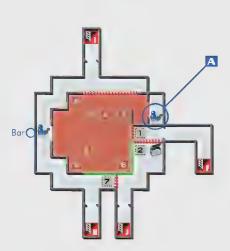
₽B1

★Examine the switch of the eastern vault, and the shutter to B2F in the center of the floor will open. ★To get into the west vault, you need the Moon Key which you get in the Second Kalpa. ★Take the Black Visor you can get here to tombstones with certain writing on them, and you can fight the bosses marked there again. *Burial Chamber (2): The tombstones of Beast Orthrus (see p196) and Femme Yaksini (see p196) are here.



№ B2

★Talk to the Soul at A and pay him the 2000 Macca he asks for, and he will give you a hint on how to get by the pits in the East Vault on BIF. ★Examine the Peephole and after the event therein, the door to the Warp Zone connecting to the Second Kalpa opens. After this, you can hear a story about the Vortex World whenever you want (this works on the peepholes in all Kalpas).

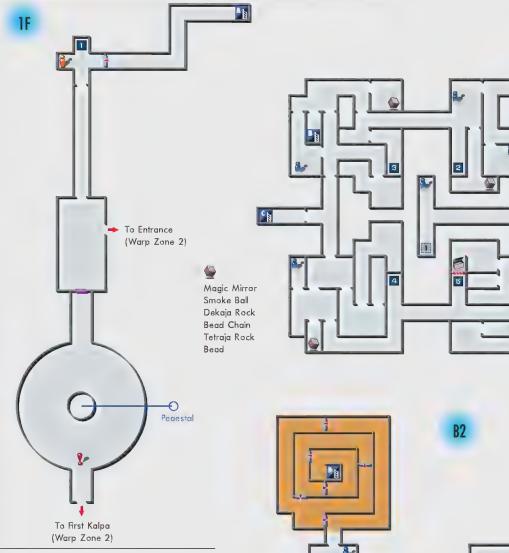




LABYRINTH OF AMOLE SECOND

Peephole

DEMON Race	S APPEARING Name	Level	Defense Type	Attack Skill Type
Fallen	Hauros	68	Death Repel / Weak to Nerve	Phys
Brute	Shiki-Ouji	54	Expel & Death Repel / Void Phys / Weak to Fire	Phys / Expel / Death / Nerve
Brute	lkusa	44	Void Nerve / Weak to Force	Phys / Death
Brute	Oni	25	Strong to Phys / Weak to Nerve	Phys
Brute	Momunofu	20	Strong to Phys / Weak to Ailment Attacks	Phys
Brute	Shikigami	4	Elec Repel / Weak to Fire	Elec
Vile	Tgo Tie	65	Void Death / Weak to Curse	Almighty / Death
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Weak to Fire	Phys / Ice / Force
Wilder	Mothman	43	Void Fire & Death / Weak to Elec	Death / Mind
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Wilder	Raiju	25	Elec Drain / Void Death / Weak to Force	Phys / Elec
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Wilder	Zhen	6	Void Death / Strong to Ailment Attacks / Weak to Fire	Phys / Force / Curse
Foul	Phantom	42	Void Death / Strong to Phys / Weak to Force & Expel	Almighty / Explode
Foul	Black Ooze	28	Void Death / Strong to Phys / Weak to Elec & Expel	Almighty / Curse / Mind
Foul	Blob	16	Void Death / Strong to Phys / Weak to Ice & Expel	Phys / Force / Curse
Foul	Mou-Ryo	7	Void Death / Weak to Expel	Phys / Force / Almighty / Curse / Mind
Foul	Slime	6	Void Death / Strong to Phys / Weak to Fire & Expel	Mind / Explode
Foul	Will o' Wisp	1	Void Death / Strong to Phys / Weak to All Magic & Expel	Almighty



№1F

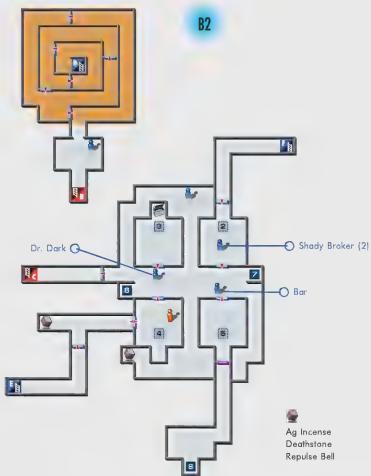
★When you enter the Pedestal Room, a Mysterious Voice will threaten you. There is a choice given, but no matter how you answer the outcome of the game does not change. ★When placing the Candelabrum of Dignity and the Candelabrum of Eternity on the pedestals, the door into the Second Kalpa will open, and you can use the Warp Zone to travel back and forth to the entrance.

₽B1F

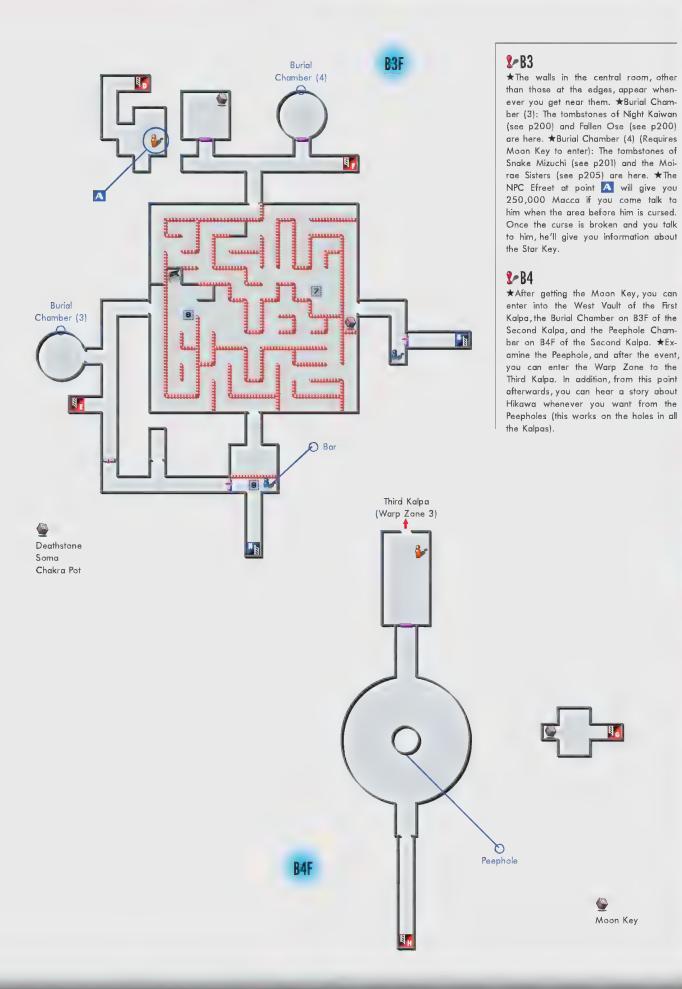
★The silver door opened by the Moon Key here provides the quickest route to 84. (and the Warp Zone leading to the Third Kalpa)

№ B2F

★Shady Broker (2): Wilder Nue (30000 Macca/Skills = Prayer, Mepatra, Mutudi, Posumudi, Paraladi, Petradi, Samrecarm, Mana Refill). ★In the Northeastern cursed area, your HP are cut in half with each block you walk. Rather than worrying about healing yourself, it is better to use Estoma to reduce encounters, and then flee with Trafuri if you get in a battle. The Pisaca sold by Shady Broker (1) has both these skills. When you defeat Tyrant Beelzebub on the Fourth Kalpa, the curse is broken and the area returns to normal.



B1F



LABYRINTH OF AMALA THIE

			APPEARING	DEMONS
Attack Skill	Defense Type	Level	Name	Race
	Void Fire & Expel & Death	56	Amaterasu	Deity
Phys /	Expel & Death Repel / Weak to Nerve & Mind	47	Atavaka	Deity
	Elec Repel / Void Expel / Weak to Force	45	Mikazuchi	Kishin
	Void Expel & Death & Ailment Attacks	25	Ara Mitama	Mitama
	Fire Drain / Weak to Ice	52	Efreet	Yoma_
Ex	Force Drain / Weak to Nerve	44	Jinn	Yoma
	Strong to Phys / Weak to Curse & Nerve	37	Onkot	Yoma
	Strong to Phys / Weak to Curse	46	Oberon	Fairy
	Force Repel / Weak to Curse & Nerve	43	Setanta	Fairy
	Ice Drain / Weak to Mind	38	Troll	Fairy
	Strong to Ice / Weak to Force	26	Kelpie	Fairy
Expel /	Expel Repel / Weak to Force & Death	41	Virtue	Divine
	Void Death / Strong to All Magic	58	Decarabia	Fallen
	Void Death / Weak to Nerve	45	Ose	Fallen
	Fire Drain / Void Death / Strong to Phys / Weak to Ice	37	Berith	Fallen
	Elec Drain / Strong to Phys / Weak to Fire	37	Raja Naga	Snake
	Elec Drain / Weak to Fire	28	Naga	Snake
Fire /	Fire Repel / Strong to Phys / Weak to Ice	61	Cerberus	Beast
	Force Repel / Void Ailment Attacks	54	Sparna	Beast
	Void Force / Weak to Elec	49	Titan	Jirae
Ex	Strong to Force / Weak to Fire	13	Sudama	Jirae
Phys /	Void Nerve / Weak to Force	44	lkusα	Brute
	Strong to Phys / Weak to Ailment Attacks	20	Momunofu	Brute
Nerve /	Void Force / Weak to Elec	43	Yaksini	Femme
Force / Death /	Void Death / Weak to Ice	45	Pazuzu	Vile
	Death Repel / Weak to Expel	33	Baphomet	Vile
	Ice Repel / Void Phys & Expel & Death / Weak to All Else	30	Arahabaki	Vile
	Strong to Phys & All Magic & Ailment Attacks	52	Loki	Tyrant
Mind /	Strong to All Magic	56	Queen Mab	Night
Death / Ex	Void Death & Curse & Nerve / Weak to Expel	53	Loa	Night
	Void Death / Strong to All Magic / Weak to Expel	47	Kaiwan	Night
	Void Mind / Weak to Expel	37	Succubus	Night
Phys / Ice /	Void Ice / Weak to Elec	18	Fomor	Night
Phys / Almighty / Nerve / Mind / S	Void Death & Curse & Mind / Weak to Fire	28	Pisaca	Haunt
	Void Death / Weak to All Magic	4	Preta	Haunt
Force /	Force & Expel Repel	46	Yatagarasu	Avatar

About the enemies on the Third Kalpa: In the Labyrinth of Amala, each Kalpa has a special set of enemies, and the most notable examples on this Kalpa are the areas on 1F. The "St" area has Titan, Ose, Yaksini, Onkot, Ara Mitama, Cerberus, and other demons high in strength, and likewise the "Ma" area has demons with high Magic stats like Efreet, Pazuzu, Jinn, Baphomet, Sudama, and Queen Mab. The "Lu" area is somewhat different. 13 types of demons appear: Kaiwan, Loki, Arahabaki, Decarabia, Momunofu, Fomor, Preta, Kelpie, Pisaca, Yatagarasu, Sparna, and Loa. What is special about this area is that the demons appear in continuous battles in "word chains" whereby the last syllable of one demon's Japanese name is the first syllable of the next one to appear. For example, Decarabia, Arahabaki, Kaiwan, and since 'Kaiwan' ends in an "N' syllable, that is the end. Therefore, the last battle will always be against Kaiwans. The longest chain is 7 fights, Kelpie, Pisaca, Yatagarasu, Sparna, Naga, Preta, Kaiwan. There will be times where you initially fight a Kaiwan and then that's it, but you'll often get the chance to enjoy the "name game' multiple times as well.

O Stat Check Door destinations

Door 🕦	St or more	Pass
	St less than 15	Won't open
Door 📵	St 20 or more	F B
	St less than 20	Pass
Door 3	St 25 or more	Pass
-	St less than 25	Ā

Door ①	Ma 15 or more	Pass
	Ma less than 15	Won't open
Door 📵	Ma 20 or more	Pass
	Ma less than 20	F c
Door 🗿	Ma 25 or more	₽ D
•	Ma less than 25	F .

"Lu" Are	Lu 10 or more	Pass
	Lu less than 10	Won't open
Door 📵	Lu 14 or more	Pass
	Lu less than 14	F .
Door 3	Lu 16 or more	Fil
	Lu less than 16	Fr.
Door 🕙	Lu 18 or more	F 1
	Lu less than 18	Pass

16

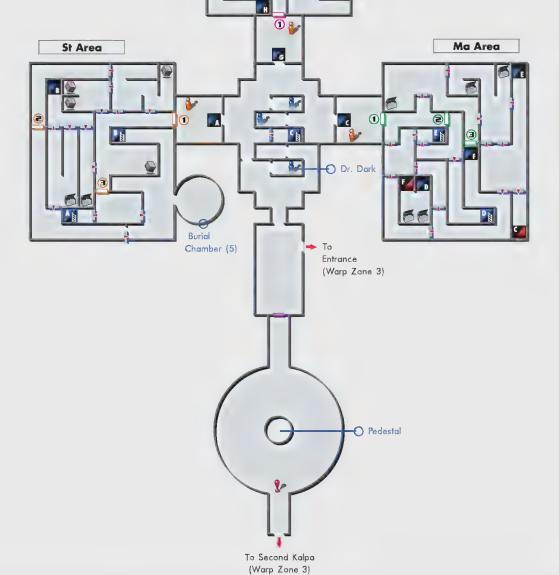


St Incense
Ma Incense
Deathstone
Magic Mirror
Bead
Great Chakra
Bead Chain
Attack Mirror
Chakra Pot
Balm of Rising
Soma

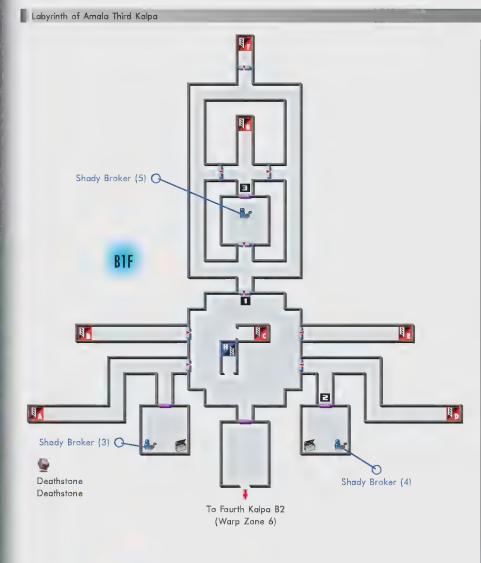
№1F

Burial Chamber (6)

★In the Pedestal chamber, the Four Horsemen (Fiend White Rider, Red Rider, Black Rider, and Pale Rider) appear. After this event, you can fight each one of them, starting in front of the Asakusa Terminal. ★When you put the Candelabrum of Compassion, the Candelabrum of Insight, and the Candelabrum of Wisdom on the Pedestals, the door to the Third Kalpa opens, and you can use the Warp Zone to return to the entrance. *The "St," "Ma," and "Lu" areas have doors that take you to different destinations depending on your protagonist's statistics. See the previous page for information on their requirements. *Burial Chamber 5 (need at least 15 St): The tombstones of Brute Kin-Ki (see p202), Brute Sui-Ki (see p202), and Brute Fuu-Ki (see p203) are here. ★Burial Chamber 6 (need at least 18 Lu): The tombstones of Brute Ongyo-Ki (see p203), Tyrant Mara (see p207), and Night Black Frost (see p208) are here.



Lu Area





₽B1F

★Door 11 will only open if the protagonist's alignment is DARK. Inside is Shady Broker (3): Haunt Preta (150,000 Macca/Skills = Megido, Megidola, Megidolaon, Mediarahan, Samrecarm, Tetrakarn, Makarakarn, Recarmdra) However, this Preta doesn't have enough MP to use his skills. *Door will only open if the protagonist's alignment is LIGHT. Inside is Shady Broker (4): Vile Arahabaki (70,000 Macca/Skills = Drain Attack, Tetrakarn, Makarakarn, Tetraja, Rakukaja, Sukukaja, Dekaja, Dekunda). ★Door 🖪 will only open if the protagonist's alignment is NEUTRAL. Inside is Shady Broker (5) :Deathstone (100,000 Macca). ★To enter Warp Zone 6, you need the Star Key. It leads to a room with a switch in B2F of the Fourth Kalpa.

₹-B2F

★ ■ has an event where you meet Dante. No matter what you say, Chase Event 1 starts as soon as you enter the door. ★After the end of the Chase Event, if you enter the center room after defeating Night Black Frost in Kabukicho Prison, then there is an event where Black Frost joins your party. If your stock is full he can't join you, but from this point onwards you can create him through Fusion.

% Chase Event 1

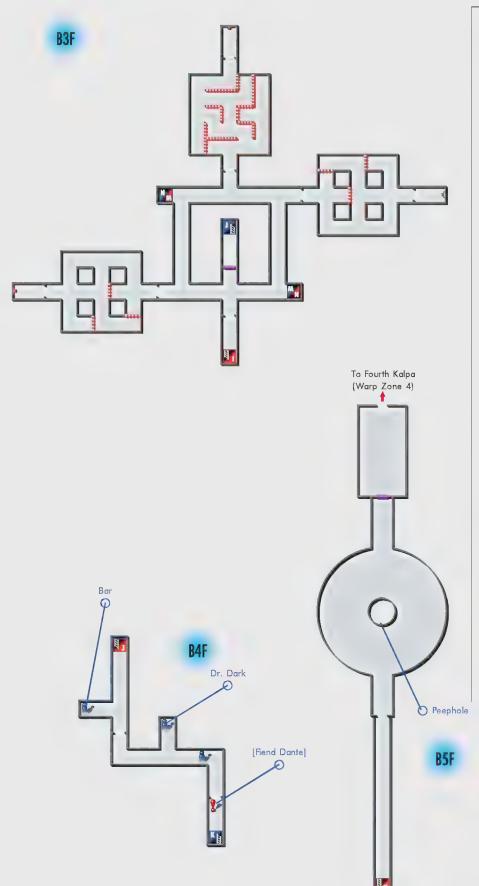
★You must activate two switches and unlock the door and climb down the latter to B3F without getting caught by Dante. By running in a zigzag fashion it is possible to dodge Dante's shots to a certain extent. If you're caught, a fight with Dante begins, and after he flees you will be returned to the starting point.

Strategy Step 1: At first Dante appears in front of you, so use the "rotary" corridor to get around him and proceed to the far door.

Strategy Step 2: Dante counts down before pursuing. After walking 2-3 blocks he starts to chase you. Enter the center room from either of the doors, and Dante will appear from the door on the opposite side of the room.

Strategy Step 3: When entering a switch room, Dante will wait outside the door of the other switch room. After leaving the switch room, exit out to the main corridor and run around to the other side to hit the second switch.

Strategy Step 4: When you activate both switches, Dante will wait for you in front of the formerly locked door. When you get close to him he'll start chasing you again, so run to the southwest warp point. After Dante gets far enough away from the door, warp to the Northeast corner and head for the ladder to B3F.



№ B3F

★When going through the door after descending from B2F, Chase Event 2 starts.

% Chase Event 2

★You must activate 3 switches to unlock the door, then descend the ladder to B4F without getting caught by Dante. If you get caught by Dante, after he flees the battle you will be sent back to this floor's start point.

Strategy Step 1: Until you enter one of the three rooms and activate a switch, Dante will not start chasing you. When you enter the "maze room" after activating a switch, Dante will come in from the opposite door. The walls you cannot see until up close make things difficult, but there is always at least one place where you can avoid Dante by having him chase you around a pillar (for example, the lower-right pillar in the Eastern "maze room"). Once you get out of the maze room, Dante will leave you alone for a short period.

Strategy Step 2: Like Step 1, you need to activate the second switch. Escaping from Dante follows the same pattern.

Strategy Step 3: After activating all three switches, Dante will wait for you in front of the formerly locked door. When you get close he'll start chasing you again, so run to the Northwest warp point. Once Dante gets close, warp to the Southeast, and head for the ladder down to B4F.

№ B4F

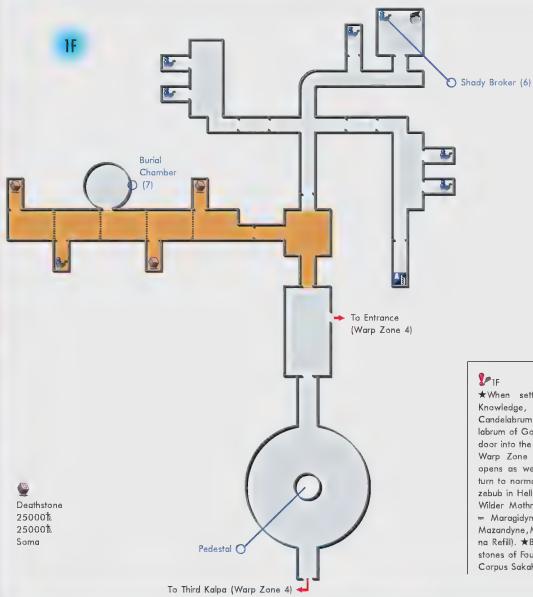
★After opening the door before the ladder down to B5F, you fight Fiend Dante (see p222). Defeat him and you'll get the Candelabrum of Knowledge.

№ B5F

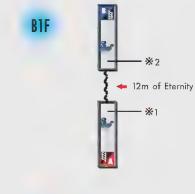
When you examine the Peephole, after the event the door will open and you can use the Warp Zone to get to the Fourth Kalpa. In addition, from here on after, you can hear about Aradia from the Peepholes whenever you want (this works on all the Kalpas).

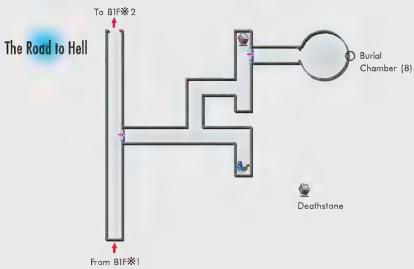
LABYRINTH OF AMALA FOLLET

DEMON	S APPEARING	3		
Race	Name	Level	Defense Type	Attack Skill Type
Holy	Chimera	55	Fire Drain / Void Expel / Weak to Nerve & Mind	Phys / Fire / Explode
Fallen	Flauros	68	Death Repel / Weak to Nerve	Phys
Fallen	Decarabia	58	Void Death / Strong to All Magic	Mind / Almighty
Snake	Quetzalcoatl	55	Void Ice / Strong to Phys / Weak to Elec	Phys / Death / Curse
Beast	Cerberus	61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Jirae	Gogmagog	55	Void Phys & Ice & Death / Weak to Fire	Phys / Force
Femme	Dakini	52	Strong to Fire / Weak to Ice	Phys / Fire / Death / Curse
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Mot	91	Void Expel & Death & Ailment Attacks / Weak to Elec	Fire / Force / Almighty
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Ice / Curse
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Night	Loa	53	Void Death & Curse & Nerve / Weak to Expel	Phys / Death / Curse / Explode
Haunt	Rakshasa	63	Death Repel / Weak to Elec & Expel	Phys / Almighty / Nerve
Haunt	Legion	49	Death Repel / Weak to Elec & Expel	Almighty / Death
Haunt	Pisaca	28	Void Death & Curse & Mind / Weak to Fire	Phys / Almighty / Curse / Nerve / Mind
Haunt	Yaka	17	Void Death / Weak to Ice & Expel	Phys / Elec / Almighty / Curse
Haunt	Choronzon	11	Fire Drain / Void Death / Strong to Phys / Weak to Force & Expel	Phys / Death
Haunt	Preta	4	Void Death / Weak to All Magic	Phys
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak to Expel	Phys / Elec / Force / Death / Curse
Corpus	Manikin	13	Void Expel & Death	Nerve / Mind



★When setting the Candelabrum of Knowledge, Candelabrum of Majesty, Candelabrum of Beauty and the Candelabrum of Godliness on the pedestals, the door into the Fourth Kalpa opens, and the Warp Zone that leads to the entrance opens as well. ★The Cursed Areas return to normal if you defeat Tyrant Beelzebub in Hell's Hall. ★Shady Broker (6): Wilder Mothman (50,000 Macca: Skills — Maragidyne, Mabufudyne, Maziodyne, Mazandyne, Mamudoon, Megidolaon, Mana Refill). ★Burial Chamber 7: The tombstones of Foul Specter 3 (see p208) and Corpus Sakahagi (see p207) are here.





₹B1F

The 12 Meters of Eternity here warp you to different places depending on the phase of Kagutsuchi. The warps only work from South to North; the route from North to South is direct.

12 Meters of Eternity WARP DESTINATIONS

 Place
 Kagutsuchi Phase

 The Road to Hell
 1/8,3/8,5/8,7/8

 Hell's Maze
 2/8,6/8

 Hell's Vault
 HALF,FULL

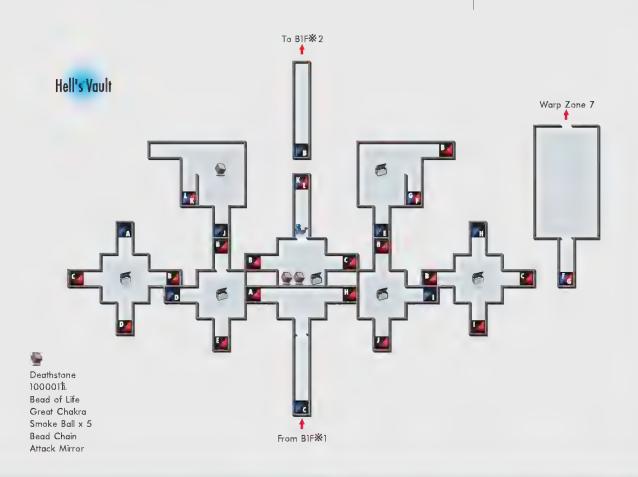
 Hell's Hall
 NEW

УThe Road to Hell

★Burial Chamber 8 (past the hidden hallway): The tombstones of Tyrant Aciel (see p208), Lady Skadi (see p209), and Entity Albion (see p210) are here.

♣ Hell's Vault

★There are lots of warps here. The shortest route to all the treasure is the following: H,I,J,K,C,Start area,A,D,G,13,Play Warp Zone 7,14,B,Exit. ★The Soul of an old man will accuse you of being in too much of a hurry. After he asks you his question and the choices are displayed, wait at least 3 minutes before answering. He will let you by. ★The exit and entrance of Warp Zone 7 is the same. It is not there to bring you between two places (it's a bonus warp).



Labyrinth of Amala Fourth Kalpa

Hell's Maze To B1※2 Tetraja Rock

Hell's Hall To Fifth Kalpa (Warp Zone 5) B₂F EOSS. • [Tyrant Beelzebub] Tetraja Rock Dr. Dark 🕡

To B1F

To Third Kalpa B1F

(Warp Zone 6)

Ma Incense

66666t

St Incense Diamond x 2 Deathstone

From B1F

From B1 ※1

♣ Hell's Maze

★When you talk to the Soul by the exit, it will give you a hint about the Afterlife Bell. After hearing this and going to Zoshigaya Cemetery, you can get the Afterlife Bell. ★There's an event where you talk to a young Soul. Come after getting the Afterlife Bell and you will be able to fuse Kishin Futomimi. ★Here, youll speak to an old Soul. Return here after you get the Afterlife Bell and youll be able to fuse Foul Sakahagi. ★After seeing both the young man and the old man's Afterlife Bell events and looking in a Peephole (Any Kalpa's is fine), you will learn about the Manikins.

№ Hell's Hall

★The cursed area will return to normal when you defeat Tyrant Beelzebub. In addition, if you want to fight Beelzebub during a specific Kagutsuchi phase, the shortest distance to his chamber takes 2/8 a cycle to reach (you can stop and visit Dr. Dark and still make this time). ★Boss Battle [Entering the Wicked King's Hall]: Tyrant Beelzebub (see p231). After this battle, when you talk to the NPC Efreet on the Second Kalpa, he will give you a hint about the Star Key.

№ B2F

Young Soul

3

★To unlock the door to the Peephole room, you need to get the Star Key, then travel from B1F of the Third Kalpa via Warp Zone 6 to the west room, and then activate the switch. *Examine the Peephole, and after the event the door will open and you can take the Warp Zone to the Fifth Kalpa. In addition, after this, you can hear about Hijiri from any of the Peepholes.

Peephole

LABYRINTH OF AMALA FIFTH

DEMON:	Name	Level	Defense Type	Attack Skill Type
Deity	Odin	65	Void Ice & Expel / Weak to Force	Phys / Fire / Ice / Curse
Megami	Scathach	64	Void Force & Expel & Curse / Weak to Elec	Force / Expel
Megami	Sati	48	Fire Drain / Expel Repel / Weak to Ice	Fire / Mind
Lady	Kali	67	Death Repel / Void Fire & Expel / Weak to Ice	Phys / Mind / Curse
Holy	Chimera	55	Fire Drain / Void Expel / Weak to Nerve & Mind	Phys / Fire / Explode
Holy	Baihu	43	Void Ice & Expel / Weak to Fire	Phys / Ice / Death
Yoma	Onkot	37	Strong to Phys / Weak to Curse & Nerve	Phys
Yoma	Dis	23	Fire Drain	Fire / Death
Yoma	Isora	14	Strong to Ice / Weak to Fire	Phys / Ice / Curse
Yoma	Apsaras	8	Elec Drain / Weak to Fire	Mind
Fairy	Titania	57	Expel & Death Repel / Strong to All Magic	Ice / Mind
				·
Fairy	Kelpie	26	Strong to Ice / Weak to Force	Phys / Nerve / Mind
Fairy	High Pixie	10	Strong to Elec	Force
Fairy	Pixie	2	Strong to Elec	Elec
Divine	Angel	11	Void Expel / Weak to Force & Death	Expel
Fallen	Hauros	68	Death Repel / Weak to Nerve	Phys
Fallen	Forneus	20	Ice Drain / Void Death / Weak to Elec	Phys / Ice / Nerve
Snake	Yurlungur	66	Void All Magic / Weak to Ailment Attacks	Elec / Force
Snake	Quetzalcoatl	55	Void Ice / Strong to Phys / Weak to Elec	Phys / Death / Curse
Beast	Cerberus	_61	Fire Repel / Strong to Phys / Weak to Ice	Phys / Fire / Nerve
Beast	Sparna	54	Force Repel / Void Ailment Attacks	Force
Beast	Orthrus	34	Fire Drain / Weak to Ice	Phys / Fire / Nerve
Beast	Badb Catha	23	Strong to Phys / Weak to Elec	Phys / Force
Beast	Nekomata	18	Force Drain / Weak to Elec	Phys / Nerve / Mind
Beast	Inugami	13	Void Fire & Death / Weak to Force	Phys / Mind
Jirae	Hua Po	5	Strong to Fire / Weak to Ice	Fire
Femme	Dakini	52	Strong to Fire / Weak to Ice	Phys / Fire / Death / Curse
Femme	Taraka	20	Void Nerve / Weak to Ice	Phys / Nerve
Vile	Mada	83	Phys Drain / Void Death / Weak to Curse	Phys / Mind
Vile	Tao Tie	65	Void Death / Weak to Curse	Almighty / Death
Vile	Girimehkala	58	Phys Repel / Void Death	Nerve
Tyrant	Mot	91	Void Expel & Death & Ailment Attacks / Weak to Elec	Fire / Force / Almighty
Tyrant	Aciel	77	Death Repel / Void Expel / Strong to All Magic	Ice
Tyrant	Surt	74	Fire Drain / Void Death & Nerve & Mind / Weak to Ice	Fire
Tyrant	Abaddon	69	Death Repel / Void Expel / Strong to All Magic	Phys / Ice / Mind
Tyrant	Loki	52	Strong to Phys & All Magic & Ailment Attacks	Ice / Curse
Night	Lilith	80	Void Expel & Death / Strong to All Magic	Elec / Almighty / Death / Mind
Night	Nyx	70	Strong to All Magic	Ice / Almighty / Mind
Night	Queen Mab	56	Strong to All Magic	Elec / Mind
Night	Succubus	37	Void Mind / Weak to Expel	Mind
Night	Fomor	18	Void Ice / Weak to Elec	Phys / Ice / Mind
Night	Lilim	8	Void Elec / Weak to Ice	Elec / Mind
Wilder	Hresvelgr	75	Ice Repel / Void Death / Weak to Fire	Phys / Ice / Force
Wilder	Nue	31	Void Ice & Death / Weak to Fire	Phys / Ice / Death / Nerve
Wilder	Bicorn	15	Void Death / Strong to Ailment Attacks / Weak to Elec	Phys / Nerve / Mind
Avatar	Barong	60	Expel Repel / Elec Drain / Weak to Death	Phys / Ice / Elec / Nerve
Avatar	Yatagarasu	46	Force & Expel Repel	Force / Expel
Raptor	Gurr	63	Death Repel / Void Nerve & Mind / Weak to Expel	Phys / Elec / Force / Death / Curse

To Entrance (Warp Zone 5)

№1F

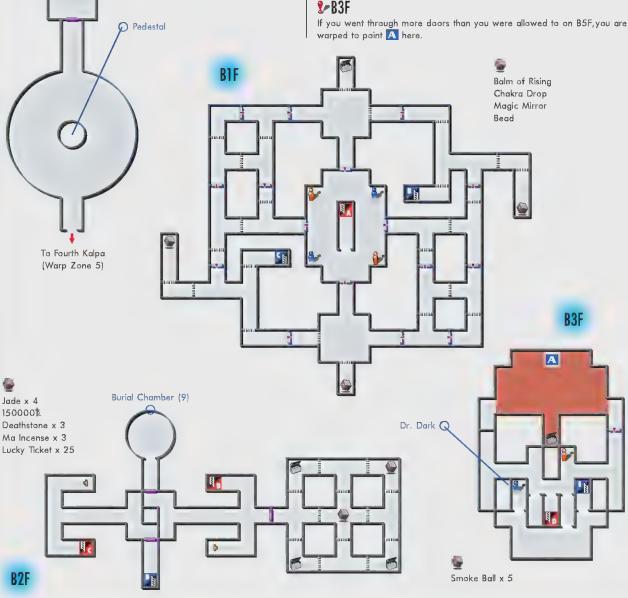
 \bigstar Put the Candelabrum of Sovereignty on the pedestal and you can proceed into the Fifth Kalpa. The Warp Zone connecting to the entrance will be unlocked as well. ★In the small room on the way into the Kalpa, there is an event where you can hire Dante. If your Stock is full or you refuse, he will wait in the room and ask you again the next time you enter. In addition, the fee for hiring him will depend on a coin toss. If you win the toss it costs 1 Macca, and if you lose it costs half the money you are

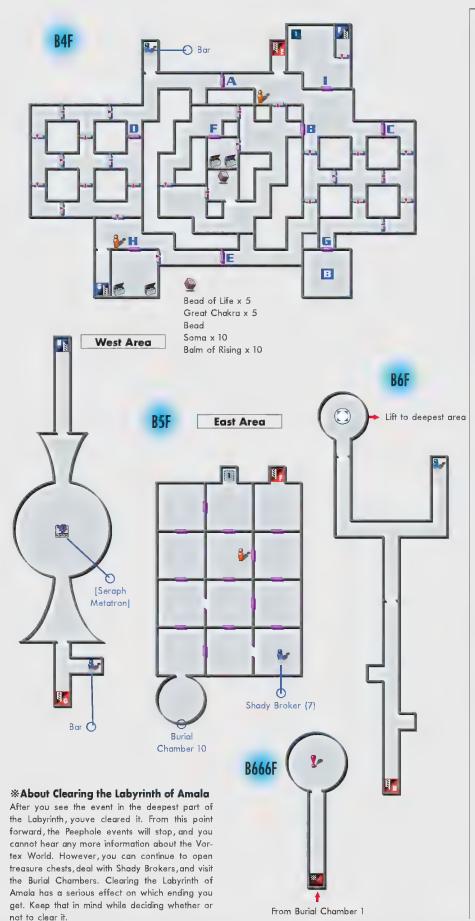
₹B1F

★If you talk to the NPC Shikome in the central hall, she may heal you, depending on how you answer her question.

₽B2F

 \bigstar The two locked doors open when you activate the switches near them. ★Burial Chamber 9: The tombstones of Deity Mithra (see p214) and Kishin Thor (see p217) are here. ★The contents of the east area depend on whether or not you have gone to the deepest part of the Labyrinth of Amala and met the Old Man in the wheelchair. If you have, treasure appears there, and if you have not, it is just an empty room.





№ B4F

★Like the statistic check doors on the Third Kalpa, there are demon check doors on this floor. If you fail to meet the requirements of the door, your chosen demon will die, so be forewarned. If you want to get to Metatron's Chamber on the way to the deepest part of the Labyrinth (B5F) you need a demon with at least 25 Ma, and a demon with at least 20 Ag. For more details on each of the doors, see below. ★If you enter room **B**, whose door can only be opened by the Pixie from the beginning of the game (or her "descendant") then she will turn into a Super Pixie with extraordinary powers. (Fairy Pixie • LV80/All stats at 30/Skills = Maziodyne, Megidolaon, Mediarahan, Samrecarm, Endure)

List of Demon Check Doors

- A: Requires a demon with at least 25 Ma.
- B: Requires a demon with at least 20 Lu.
- C: Requires a demon with at least 25 St.
- D: Requires a demon with at least 20 Ag.
- E: Requires a demon with at least 25 Vi. F: Requires Night Black Frost to open.
- 🗔: Requires the Fairy Pixie from the Shinjuku Medical Center to open. If she has transformed into High Pixie or Queen Mab, or used as a fusion component that is OK, so long as the demon in question has her "DNA."
- H: Requires Tyrant Beelzebub (Hy form) to open.
- E: Requires Seraph Metatron to open.

№ B5F • East Area

★You can only pass through 3 doors in this area. If you try go through a 4th, you will be teleported to point A on B3. ★Shady Broker (7): Vile Girimehkala (200,000 / Skills = Binding Cry, Chaos Blade, Might, Dark Might, Bright Might, Attack All, Focus, Pierce) Burial Chamber 10: The tombstones of Tyrant Ahriman (see p215), Vile Noah (see p216), and Deity Baal Avatar (see p218) are here.

№ B5F • West Area

★Boss Fight [Entering the central hall]: Seraph Metatron (see p232). After the fight, you can use the ladder to descend to B64.

№ B6F

★This is the Unknown Realm that you were teleported to from the Shinjuku Medical Center elevator. However, if you did not open the Cache Cubes then, they aren't here now. ★Take the North lift, and you can go to the deepest part of the Labyrinth of Amala. However, if you have already entered the Tower of Kagutsuchi by this point, this event will not take place and the corresponding ending will be locked off to you. After the event, the protagonist will reawaken in the Shinjuku Medical Center. In addition, from here afterwards, you can learn the final skill, Pierce, from the Marogareh Magatama.

FIXED BATTLES

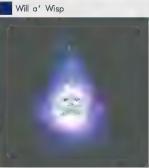
Fixed battles always have three characteristics that differentiate them from normal battles: you cannot run from them, you cannot talk your way around them, and the enemies are very strong. Here we will explain how you can make your way through the fixed battles encountered during the game.

Below, youll find the type and location of each encounter, stats for the enemies (see p260 for how to read the tables), and some advice on how best to beat them. There are three types of encounter: fixed, which occurs when you go to a set location; talk, which occurs when you talk to a unique demon or Soul; and bonus,

which occurs when you open certain treasure chests. The boss heading indicates a special enemy that can take two actions in one turn. Many of these monsters are different from normal enemies, so take our advice to heart.

Trial Battle in Unknown Realm (Fixed)

Location: Shinjuku Medical Center, Unknown Realm (p112)









		WILI	. 0"	Wisi	P. @ 4		HP 10	MP 30	15		EXP 5
1	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Dof	65	150★	150★	150★	150★	100	150★	Void	100	100	100

F		WILI	0	WIS	PO	317	HP 10	MP 18	2		EXP 5
	Phys	Fire	lce	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	150★	150★	150★	150★	100	150★	Void	100	100	100
Skills	Deathto	uch									

				/
ty Expol	Death	Curse	Nerve	Mind
150★	Void	100	100	100

J			KOD	AMA	A.		HP	MP 21	24		EXP 7	
-	Phys	Fire	100	Elec	Force	Almry	Expel	Death	Curse	Norve	Mind	
Dear ∎	100	150★		100	50	100	100	100	100	100	100	

In the Unknown Realm you enter when you step into the Shinjuku Medical Centers elevator, there are four set locations where youll encounter enemies. The first are two Will o Wisp As, with different stats than those youd usually encounter. Next up is a Preta, who has normal stats. Then, you can fight a normal Will o Wisp B and a Kodama for a bonus item. Finally, before you can escape, youll fight two Kodama with standard abilities.

Since this is the first level and the protagonist wont have any

special abilities yet, you can just select attack without thinking too hard about strategy. Talk to the nearby Dr. Darks for free healing after each battle. You may pick up the Lunge skill at some point, but since its inaccurate and burns HP, dont use it. The bonus item from the third encounter, a Makajam Rock, will be useful against Brute Shikigami in the Shinjuku Medical Center Annex, so make sure to hold on to it.

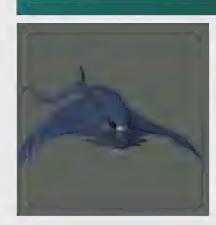


н	4		PRE	TA ×	3	75	Hr 20	M#	26	0	EXP 9
D.	Phys 100	Fire 150★	150★	Elec 150★	Force 150★	Almity 100	Expol 150★	Peath	100	Nerve 100	Mind 100
Siells	Feral Cla	ıw, Sukuka	ja								

The first battle after you befriend the Fairy Pixie. These Preta use Sukukaja stupidly and have less HP than normal Preta, so you could win just by trading blows. If you use Pixie's innate "Zio" to strike the Preta's WEAKNESS, you

can win in as few as 3 turns. In any case, focus on one at a time to cut their numbers and damage. If a Preta gets a critical hit with Feral Claw, use Medicine from the Unknown Realm to avoid a tight spot.

Location: Shinjuku Medical Center 1F (p113)



F			FOR	NEU:		500		Mr 200	2000		EXP 150	
	Phys	Fire	Ice	Elec	Force	Almry	Expel	Death	Curse	Nerve	Mind	
	100	100	Drain	150★	100	100	100	Void	100	100	100	
5kills	Bufu Me	bufu lev l	Death									

Your first real boss battle is against a powerful Forneus, with ice-based powers and unusually high stats. Although its alone, it has two turn icons, because its a boss. Watch it carefully; if you dont pay attention to its turn order, youll take more damage than you need to.

Befriend a Fairy Pixie, Brute Shikigami, and Jirae Kodama before this fight. Other demons in the Medical Center are weak to ice, so theyre out. Rely on the Pixie and the Shikigamis Zio to attack. By exploiting the Forneuss WEAKNESS, you can double your damage or better.

Once youve zapped the Forneus a couple of times, you can safely use Lunge without it dodging. SHOCKing it will also raise your critical rate and slow him down, but once he reaches a quarter of his HP, hell start using Icy Death. Once he does that, stop Lunging and focus on healing your characters.

Burial Chamber Battle

Defeat the Forneus before he uses up two icons to get the high score. Hes high-level, so itll be tricky, but if you strike at his WEAKNESS and keep yourself safe, you wont have any problems.



Level up before the battle, and use the Shikigami's Tarunda and Sukunda. They are expensive, but extremely useful.

Shibuya's Restless Souls (Talk)

Location: Shibuya BIF-b (p114)



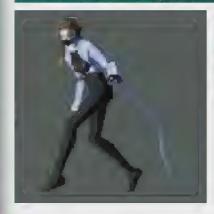
F	9	W	ILL C	' W	ISP	75	HP 10	MP 18	1:		EXP 5
-	Phys 50	Fire 150★	Ice 150★	Elec 150★	Force 150★	Almry 100	Expol 150★	Void	Curse 100	Nerve 100	Mind 100
5kill	Deathto	uch									

When you talk to Souls, your reply will determine whether they attack you or not. These fights will be with a Will o Wisp with typical

stats but low MP. After the battles at Shinjuku Medical Facility, theres no real need to worry.

The "Meow, Great" Battle (Talk/Fixed)

Location: Shibuya BIF-b/B2F (p114)



В			IEKC	MAI	A	7	160	Mr 72	22		EXF 20
Design 1	Phys 100	Fira 100	100	Elec 150★	Force	Almty 100	Expel 100	Death 100	Cursu 100	Nerva 100	Mind 100
Skills		arin,Feral (1001		,,,,	755	700	,,,,		100

You wouldn't normally encounter Nekomata in Shibuya, but youll meet them in a room on Shibuya B1F-b, and in two places in the club on the lower floors. The first is a fixed battle when you enter, and the other will attack if you accept her challenge.

Be wary of their Marin Karin skill, since it can inflict CHARM. Purchase a lyomante Magatama in Shibuya, and the protagonist will be immune to it. If theres a Femme Datsue-Ba with Void Mind in your party, youre in good shape. Use Electrical attacks to exploit the Nekomatas WEAKNESS. Theyre carrying Aquamarines, unlike normal Nekomata.

The Greedy Specter (Boss)

Location: Amala Network 1 1F (p116)



*COMBINING AND COMBINED FORM STATS									
# Combining	Size	HP	MP	九	EXP				
All 6 Combine	Large	550	300	500	800				
4-5 Combine	Medium	260	250	500	700				
<3 Combine	Small	120	150	500	300				

Pinal .	5	PECT	ER 🏻	1		148	MP 100	16		100
Def 100	Fire 50	lce 50▲	Elec 50	Force 50	Almty 100	Expel	Void	Curse	Norwe Vo.d	Mind
Def 100	50	50▲	50		-	-			Vo.d	Void

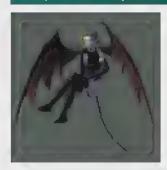
The boss enemy of the Amala Network 1, it will win the first turn and use Gathering to call in six of itself. After three turns or if three Specters are destroyed, it will use Foul Union to unite into one giant Specter. Defeat as many as you can before it combines to lower the giant Specters stats and make the battle easier.

Physical attacks are most

effective but Elec skills can SHOCK him (even though theyll only be half as effective as usual). Combine your attacks carefully and you can take out at least two Specters before it combines, but if youre out for the EXP, just let it use Foul Union. Spend those three turns using "-kaja" skills to enhance your allies, and take apart the giant Specter with one shot.

A Trap Next to Tokyo Tower (Bonus)

Location: Ginza - Yurakucho Area (p99)



Ng	1		succ	UBU	5		HP 296	MP 159	22		EXP 212
Def	Phys 100	Fire 100	100	Elec 100	Force 100	Almry 100	Expol 150★	Peoth 100	100	Nerve 100	Mind Void
Skalls	Dormina	,Sexy Gaz	ze, Eternal	Rest							

You can fight this Mystical Chest enemy immediately following your arrival in Ginza, but shes strictly optional. If you decide to take her on, make sure all of your party members have Void Mind, or youll be in trouble. The combination of Dormina and Eternal Rest can lead to instant, unavoidable death. Expel attacks are best here.

The Gatekeeper of Loki's Vault (Fixed)

Location: Ginza B1F (p118)



F			TR		b	HP 850	MP 150	100		EXP 100	
	Phys	Tire-	lce	Elec	Force	Almity	Expel	Death	Curse	Narve	Mind
Def	100	100	Drain	100	100	100	100	100	100	100	200★
Skill	Berserk,	Mabufula									

The Troll wields powerful basic Physical attacks and the Ice-based Mabufula. Youll want to have at least one ally who knows Ice Void, Repel, or Drain, and you should use Tarunda or War Cry to reduce the threat from his physical attacks. Equip a Kamudo Magatama, which is available for sale in the Great Underpass, to minimize the damage.

Skills like Sexy Gaze or Marin Karin will strike at the Trolls WEAKNESSes. If you time this encounter correctly, you can also use Bright (or Dark) Might, but the Trolls stats are high enough that he can still dodge them. Use Sukukaja and Sukunda to prevent this.

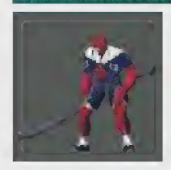
Unlike normal Trolls, this one is carrying a Bead Chain.

Burial Chamber Battle

To get the high score, beat the Troll before he uses up two Press Turn icons. Tentarafoo and Death Lust are helpful, as is the Lullaby/Eternal Rest combo.

Baptism at Ikebukuro Entrance (Talk)

Location: Ikebukuro West Hall B1F (p122)



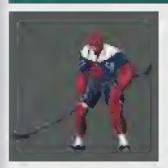
B.	-		0	NI		73	HP 264	MP 96	13		EXP 106
Dest	Phys 50	Fire 100	100	Elec 100	Force 100	Almry 100	Expel 100	Deoth 100	Curse 100	Nerve 150★	Mind 100
Si, ili	Berserk,	War Cry									

If you cant beat this guy, you may have serious problems in lkebukuro. As a normal Oni, hes weak against Nerve, but you can use any non-Physical skills to beat him. Use Ice or Electric skills to inflict

statuses on him, then finish him off with standard attacks.

Oni Ambush in a Room (Fixed)

Location: Ikebukuro Main Hall 1F (pl 23)



Б		20.0	ON	11 2		75	HP 264	MP 96	1a 13		106
Def	Phys 50	Fire 100	100	100	Force 100	Almry 100	Expel 100	Death 100	Curse 100	Nerve 150★	Mind 100
Sielis	Berserk,	War Cry									

If you equipped lyomante to fight Nekomata, switch to the Kamudo when you enter this room. Its strong against Physical attacks. Otherwise, fight these two one at a

time, using the same strategies you employed against the Oni at the entrance.

Judgement Battle:Part 1(Fixed [Talk])



Phys Fire			ORTI	HRU	5		HP 1000	MP 200	20		150
	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
7	100	Drain	150★	100	100	100	Vaid	Void	50▲	Void	Void

Orthrus is the first in a series of three brutal battles. Since you cant use Shops or Fountains of Life between fights, bring in allies who have high Fire resistance and Ice skills, and equip the Shiranui Magatama. Physical attacks that inflict FREEZE will be effective against Orthrus, but make sure your allies are protected against Fire.

Burial Chamber Battle

Prioritize offense over defense. If your allies can inflict 200-300 damage with Ice skills, you can beat Orthrus in two turns and get the high score.

Judgement Battle:Part 2 (Fixed [Talk])

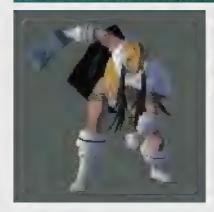


-		YAK	(SINI	5		HP 1200	MP 200	40		EXP 300
Phy	s fire	Ice	Elec	Force	Almiy	Expel	Death	Curse	Nerve	Mind
10	100	100	150★	Void	100	Void	Void	50▲	Void	Void

For the second Judgement Battle, equip the Hifumi Magatama for its protection against Force. Your allies should have Force resistance and Electrical attacks, so you can SHOCK Yaksini and pummel her with critical hits.

Burial Chamber Battle

As with Orthrus, you need to take Yaksini down before she uses up two Press Turns. Youll need strong Electrical attacks like Ziodyne and Bolt Storm, enhanced by Elec Boost if possible. Youll want to keep your strongest fighters in the party.



Kishi	n	E.	TH	OR			HP 2000	MP 3000	80		EXP /00
	Phys 100	Fire 100	100	Elec Repe	Force 100	Almry 100	Expol Repel	Void	Curse 50▲	Nerve Void	Mind
Skalls	Diarama	, Mazio , Zio	onga, Deki	unda, Deka	aja , Mazior	nga, Ziodyi	ne				

This is the last Judgement Battle, and the last two have probably left you somewhat drained. Replenish your MP, and dont forget to prepare. Thor has no significant WEAKNESSes, uses Electrical attacks, and moves twice per turn, so any allies who get SHOCKed will suffer critical hits. Make sure all your demons have decent Electrical resistance. Since you wont have any good anti-Electrical Magatama yet, equip the next best thing, the Kamudo, to defend against strong normal attacks. Use "-nda" and "-kaja" skills to deflect Thors spells.

Its risky, but techniques that cost HP have a high critical rate, so try using them as your main attacks. Use Sukunda and Fog Breath to cut Thors dodge, and bring in a nakama to act as a healer.

Alternatively, bring in three nakama with Bright (Dark) Might, whichll raise your Electrical resistance. Try to power them up before you enter the Mantra Headquarters. Itll take some time, but its well worth it.

Location: Assembly of Nihilo B10F (p126)

Yellow Kila Struggle (Fixed)



Koppd	

i e		INC	UBU:	5		HP 300	MP 96	12		EKP 100
Phys	Fire	Ice	Elec	Force	Almry	Expel	Death	Curse	Nerve	Mind
100	100	100	100	150★	100	100	100	Void	100	Void

	Y	KO	PPA		HP 168	MP /4	11:		EXP 100
Def	Def	 						-	Mind 100

This pair compensates for each others weaknesses. Theyve got some strong attacks, but the real threat is the Incubuss Sexy Gaze. Equip the protagonist with Iyomante, and bring in allies with Death and Nerve reistance. A Wilder Bicorn with Void Death and Battle Status works best.

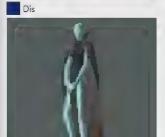
The Koppas annoying since he calls allies, but the Incubus is the greater threat. Beat the Incubus first, then gather EXP by letting the Koppa call for backup.

White Kila Struggle and After (Fixed)

Location: Assembly of Nihilo B10F/B11F (p126)







ncubus



Yaka



Faller	n		ELIC	GOR		5	HP 700	Mr 200	10		EXP 200
D	Phys 50	Fire 100	Ice.	Elec 150★	Force 100	Almry 100	Expol 50	Pooth	Curse 100	Nerve	Mind 100▲
Siells			ng, Berserk			100	50	yold	1002	1002	1002

Y			D	IS F			HP 198	MP 111	11d		92
Def	Phys 100	Fire Drain	100	Elec 100	Force 100	Almry 100	Expel 100	Death 100	Curse 100	Nerve 100	Mind 100

Night			INC	UBU:	5	7	HP 198	MP 117	13		106
1,	Phys	Fire	ice	Elec	Force	Almity	Expel	Death	Curse	Nerve	Mind
Def	100	100	100	100	150★	100	100	100	Void	100	Void

H ₂			YA	KA			HP 150	MP 81	1 1 86		EXP 55
Def	Phys	Fire	Ice 150★	100	Force	Almty 100	E=p=1	Death Voia	Curse 100	Nerve	Mind 100
Skalls	Mazio, D	eathtouch	, Tarunda, E	Dia, Diarar	na, Venom	1 Claw					

After the battle on B10F of the Assembly of Nihilo, an Eligor will appear at three places on B11F as if following the protagonist. The Eligor will open by using Gathering to call allies, then raising his defense with Rakukaja until he takes damage.

The enemies that Eligor calls depends on where you fight him. In the White Treasure Room, Dis will arrive; in the Red Treasure Room, its Yaka; in the east room on B11F, its Incubus and Dis; and in the NW corridor on B11F, its Dis. In any fight, the Eligors Mudo will be a threat, so keep your Death resistance high with Tetraja.

In each of the four battles, ignore the Rakukaja and defeat his summoned allies. He can only call four demons; after that, even if he uses Gathering, no one will show up. Switch to allies with Electrical

attacks to take the Eligor down quickly.

Another option is to disable the Eligors reinforcements with STONE or MUTE and focus entirely on it. Youd need specific skills to pull this off, so if you dont have that option, try to rely on Electrical attacks to power through the fight. If you manage to SHOCK the Eligor, go for critical hits.

Location: Assembly of Nihilo BIIF (p127)





de p			BER	RITH			HP 1000	MP 103	60		EXP 1000
	Phys	Fire	Ice	Elac	Force	Almty	Expel	Death	Curse	Nerve	Mind
	50	Drain	150★▲	100	100	100	Void	Void	Void	Void	Void

Ng	0	SL	ICCU	BUS	x 2		HP 300	MP 220	30	0	500
Def	Phys 100	Fire 50	Ice 50	Elec 50	Force 50	Almty 100	Void	Death Void	Curse 100	Nerve 100	Mind 100
Skills	Sexy Ga	ze,Lullaby									

This fight combination is easy compared to the Eligor. Defense against Phys, Fire, and Mind are important, but prioritize Anti-Mind abilities. Keep the protagonist equipped with lyomante. Ice skills will be effective against the

Berith, but be careful: though he is weak against ice, he won't FREEZE. The Succubus might, but it isn't likely.

Location: Assembly of Nihilo B12F (p128)

Kaiwan Pursuit (False 1) (Fixed)



	KE	(ELPIE		76	HI 540	MP	100		EXP 200
	leo	Elac	Force	Almity	Expel	Death	Curse	Narva	Mind
)	100	100	150*	100	150	150	100	100	100

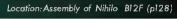
Skills	Stun Bite, Diarama	
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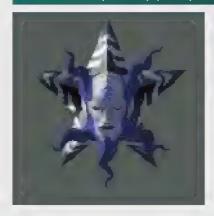
F		KE	LPIE	(2 [R	ight])		HP 440	MP 160	10		EXP 200
Def	Phys 100	Fire 100	100	Elec 100	Force 150★	Almity 100	Expel 150	Death 150	Curse 100	Nerve 100	Mind 100
Skills	Stun Bite	, Diarama									

Youll fight these when Kaiwan springs his trap. Sometimes you fight one, and sometimes two; for some reason, when two Kelpies show up, the one on the right has fewer HP. Both are weak against

Force, so if you exploit that you should beat them relatively easily. Though its not their WEAKNESS, Death attacks are also effective.

Kaiwan Pursuit (False 2) (Fixed)





Nigh	•	KA	IIWA	N (Fe	ilse)	7	HP 520	MP 288	50	_	300
Def	Phys 100	Fire Void	Ice Void	Elec Void	Force Void	Almiy 100	Expel 100★	Void	Curse 50▲	Nerve 50	Mind 50▲
Skills	Evil Gaze	e, Mudo, N	Namudo, D	eathtouch							

Another enemy from Kaiwan's traps, he has the same stats as the fleeing Kaiwan, so this will be good practice. His Death attacks will be a threat, so make sure you have Tetraja. A single Expel attack can

win the battle, so save beforehand if you want to try for that. Other than that, only Phys and Almighty attacks will work against him, so be careful.



N/g		K	AIW	AN ş		7	HP 650	MP 288	1k		EXP 400
Def	Phys 100	Fire Void	Void	Elec Void	Force Void	Almry 100	Expel 100★	Pooth Void	Curse 50▲	Nerve 50	Mind 50▲
Skills	Evil Gaze	e, Mudo, N	Namudo, D	eathtouch							

This is the real Kaiwan, whos got more HP than the fake. Since youre facing three of them, dont rely on luck to dodge their Death attacks. Tetraja is far more reliable and uses up more of the Kaiwans Press Turn Icons. Make sure to befriend one of the Dis that the Eligor summoned, as they start with Tetraja.

You can score a quick win with Expel attacks, or use skills like Tarukaja to increase your physical damage and beat them down one by one. If you decide to try for a one-shot victory, use Hama as opposed to the multi-target Mahama. Sukukaja and Sukunda will increase

your accuracy.

Burial Chamber Battle

Defeat Kaiwan before he uses three Press Turn Icons. Use the same strategies here as with the ordinary battle, but being higher-level will make things a lot easier.

Battle in Assembly of Nihilo Core (Boss)





F			OSE				3800		30	00	1200
-	Phys 100	Fire 100	100	Elec 100▲	force 100	Almty 100	Expel Void	Death Void	Curse 50▲	Nervi 50▲	Mind 50▲
Skills	Dekunda	, Dekaja, T	etrakarn, t	Makarakar	n,Focus,h	Heatwave,	Sukukaja				

Ose is a demon with tough defenses. With no WEAKNESSes, null Death and Expel, and status effect resistance, he's like a fortress. Looking at his skills, you will see that he can use Dekunda or Dekaja to cancel out Battle Support skills. The real threat is his Focus / Heatwave combination since he gets two actions per turn. Alternately, he can use Tetrakarn or Makarakarn to completely seal your attacks.

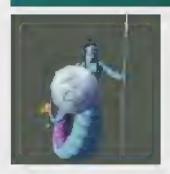
Your main focus, in preparing for this battle, is resistance to physical attacks (put the Kamudo Magatama on the protagonist) and the Dekaja skill. Even if you can withstand the

Ose's attacks, he'll use Sukukaja to make it harder for yours to connect. Tetrakarn (or Attack Mirror), if you can prepare it, is a perfect countermeasure.

Burial Chamber Battle

Defeat Ose before he consumes six Press Turn Icons to get the high score. Since he doesn't have WEAKNESSes, use Bright (Dark) Might criticals (as on p137) to slow your icon consumption. If your level is high enough, one critical can do over 500 damage, so you can beat him in one turn (four icons).

Location: Kabukicho Prison 1F (p130)

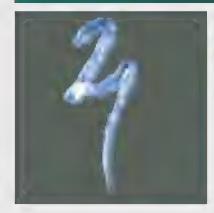


5			NA	GA			HP 264	MP 108	15		EXP 129
	Phys	Fire	ice	Elec	Force	Almry	Expo	Death	Curse	Nerve	Mind
	100	150★	100	Drain	100	100	100	100	100	100	100
Sialis	Tarukaja	, Zionga, H	ell Thrust								

The stats for these encounters are unchanged from normal ones. Attack with their WEAKNESS, Fire, and you won't have a hard time beating them. Don't take too

much time or they'll hit you with a Tarukaja-enhanced Hell Thrust for a lot of damage. This can defeat even an ally who's close to full health, so be careful of it.

Decisive Battle in Mirage World (Boss)



-	•		MIZ	UCH			HP 4800	MP 500	150		1000
	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mine
ef	100	150★	Void	Drain	100	100	Void	Void	1004	1004	100

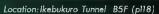
He may seem overwhelming, but hes weak against Fire so hes easy to attack. Defense may be a problem, since he has the Physical/PANIC skill Mirage. Even if you use lyomante to guard against PANIC, youll still take the damage. Even so, if you don't make sure to make your allies are Mind-resistant, they will gradually all become disabled. He'll use strong ice-based attacks, but as he takes damage, he'll only be able to use the weaker ones. Make sure one ally has Ice resistance just to be

safe. If you prioritize Mind resistance, you will still take lots of damage.

Burial Chamber Battle

Defeat him before he consumes 6 Press Turn Icons to get the high score. If you use strong Fire attacks you won't have a problem. If the protagonist learns Fire Boost and Magma Axis before the fight, it's easy to do 1000 damage in a single hit. If your other allies have Fire attacks, you can clean him up within one turn.

Ikebukuro Tunnel Trap (Bonus)





F			TRO	LL 💥 :	3		HP 354	MP 144	1 23		EXP 222
Def	Phys 100	Fire 100	lce Drain	Flee 100	Force 100	Alanty 100	Expel 100	Death 100	Curse 100	Nerve 100	Mind 150★
			Drain n, Berserk	100	100	100	100	100	100	100	150★

Though there are three of them, they are weaker than the Troll you fought in front of the Vault in Ginza. Its WEAKNESS is still Mind, so use that to weaken it. The earlier strategy should work. A point of caution: he may get successive critical hits with Berserk. If youre worried about that, raise your dodge rate with Sukukaja.



B			KIR	I-KI			HP 3000	MP 2000	30		EXP
Def	Phys 10	Fire 150	150	Elec 150	Force 150	Almry 100	Expel Void	Void	Curse Void	Nerve Void	Mind Vo d
51, 111	Dragon Berserk,	Eye, Be Tempest, h					kaja, Rak	unda, Tari	unda, Lu	inge, Hell	Thrust,

The Kin-ki has no real weaknesses and is highly resistant to physical attacks. However, although they arent weak points per se, Fire, Ice, Electric, and Force skills will do 1.5 damage to him. Choose your other techniques carefully; if youve got it, bring Makakaja.

Initially, the Kin-Ki will use a pattern of Beast Eye / Support Skill / single-target Physical attack. When he gets down to a third of his HP, hell switch to a Dragon Eye / "-kaja" skill / "-nda" skill / All-Target Physical attack x2 pattern. Keep your Physical defenses high, and use Sukukaja to raise your dodge rates. If you can, use Dekunda to offset other "-nda"

skills.

Burial Chamber Battle

Defeat the Kin-Ki before he consumes six Press Turn Icons to get the high score. Youll need a single attack skill that II do over 500 damage per hit, or a non-Physical skill with a high critical rate (i.e. Freikugel or Stinger). A critical hit increases your partys attacks, and can ensure victory on the first turn.

Second of the Four Brute Kings: Sui-Ki (Fixed)

Location: Ikebukuro Tunnel B4F (pl32)



. 06		SU	I-KIJ		7	HF 3500	Mr 1500	300		EXP 1000
Def 50	Fire	Drain	Elec 50	Force 50	Almty 100	Expel	Death	Curse	Nervo	Mind

Like the Kin-ki, Sui-Ki changes his attack pattern depending on his remaining HP. At first hell use Beast Eye followed by single-target Physical and Ice attacks, but once he loses two-thirds of his HP, hell switch to a pattern where he follows a Dragon Eye with three Physical or Ice attacks. Hell also use Focus to double his damage, which also increases his chances of inflicting criticals or FREEZE status. Make sure your partys highly Ice-resistant and protected by Raku / Sukukaja.

Sui-Ki is weak against Fire. Even

if you only have two characters with Fire skills and keep the rest of the group on healing detail, it wont take you long to beat him.

Burial Chamber Battle

Defeat Sui-Ki before he consumes 3 Press Turn Icons to get the high score. To achieve this, make sure all your party members have single-target Fire skills and that you don't waste any turns. The protagonist should unquestionably use Magma Axis.



B. e	B. c.		FU	FUU-KI			HP 3500	MP 1000	30		EXP 1000
Def	Phys 50	Fire 100	100	Elec 150★	Force Drain	Almry 100	Expol Void	Peath	Cursa	Ne-ve Vold	Mind
Skalis	Dragon	Eye,Beast	Eye,Maka	akaja, Torn	ado, Mazo	an, Zanma,	, Zandyne,	Berserk, H	ell Thrust,	Tempest	

Fuu-Ki is also the type that changes attack pattern with remaining HP. Hell start with Beast Eye / Sukukaja / Force Skill, but after hes used Sukukaja 4 times hell start to primarily attack. When his HP reach 1/3, hell use Dragon Eye to give himself 4 actions, and use many Phys attacks in succession. If you use Dekaja to counterbalance Makakaja, hell switch to a Dragon Eye / Makakaja x 2 / Force skill pattern.

As with Kin-Ki and Sui-Ki, use Sukukaja and Rakukaja for defense, prepare resistance to Force skills, and attack his WEAKNESS with Elec. If you SHOCK the Fuu-Ki, even allies without Elec attacks can land a critical. If you have allies with Force resistance, hell be the easiest of the three Brutes.

Burial Chamber Battle

Defeat him before 3 Press
Turn Icons are consumed for the
high score. If your party has many
Elec skills this wont be hard. If you
combine Elec Boost and Bolt Storm
you can deal over 1000 damage
and defeat him before you lose even
one icon

Head of the Four Brute Kings: Ongyo-Ki (Fixed Boss)

Location: Ikebukuro Tunnel B2F (p133)



Brute			ong	Y0-k	4		HP 5500	MP 1500	10000		5000
	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	100	100▲	100▲	100	100	Void	Void	Void	Vo.d	Void
5kills	Dragon	Eye,Replic	ate, Mudo	on,Evil Go	ze, Dark	Sword, Sta	asis Blade,	Tarukaja,R	akukaja,S	ukukaja, [Dekunda

Ongyo-Ki will always open with Replicate. The only way to destroy his duplicate is with single attacks, but if you hit it, itll immediately change to Ongyo-Kis turn and he and the duplicate will blast you with Death and Physical skills. Even if you destroy the duplicate, on his next turn, Ongyo-Ki will use a Dragon Eye/Tarukaja/Rakukaja/Sukukaja/Replicate chain to bring it back and power himself up.

To beat Ongyo-Ki, you have to produce some light. That way, the real Ongyo-Ki will cast a shadow. Youll need an ally with Bright Might and the ability to do a lot of damage

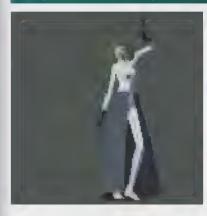
in one turn. Prioritize resistance against Death, and keep lots of skills and items on hand to cure the effects of his Dark Sword (MUTE) and Stasis Blade (BIND). Youll also need Dekaja.

• Burial Chamber Battle

Take Ongyo-Ki down in 10 Press Turn Icons or less for the high score. As in the first battle, youll need to use Bright Might. The protagonist can use Dekaja Rocks for support and Healing as necessary.

Youngest Sister Clotho, Spinner of Fate (Fixed Boss)

Location: Obelisk 128F (p144)



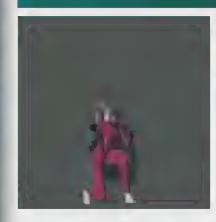
F		=	CLO	тно) b	HP 2200	MP 1200	7.		EXP
Def	Phys 100	Fire 100	100A	Elec 100▲	Force 100	Almry 100	Expel Void	Death	Curse	Nerve Voʻd	Mind Void
Skills			arin Karin,		100	100	, 5.0	, 5.12	7 5.0	750	, 5.0

This enemy will be a rather tough battle if you can't defend against her Marin Karin and Mahama.

You should have a number of allies with Force and Mind resistances, so add them to your party. The problem is that no Magatama can protect the protagonist from both

Force and Mind. Have him learn Anti-Force and equip him with lyomante. Its not reliable, but you can also use Sukukaja and Sukunda to help dodge attacks. If youve got access to Tetraja, its nearly ideal for this fight.

Location: Obelisk 128F (p144)



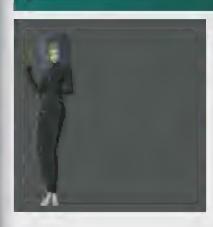
F	**		LACI	HESIS	5	- b	HP 2200	MP 1200	1		EXP
D	Phys	Fire	Ice	Elec	Force	Almty	Expei	Death	Curse	Nerve	Mind
Skills	100 Rakunda	, Rakukaja	,Tarukaja,	100 A	100 Makarak	100 arn	Void	Void	Void	Vo'd	Void

Lachesis has powerful Support skills. Since she will only use physical attacks, allies with Counter skills will be useful. Also, since you encounter her during a FULL Kagutsuchi, Bright Might will be useful. Alternately, if you have Tarukaja, use it to defeat her quickly.

For defense, use Dekaja

and Dekunda and equip the Kamudo Magatama. The Vile Arahabaki (LV30) has a few Void Phys, so itll be great here. As usual, you can also use Sukukaja and Sukunda to raise your dodge rates.

Location: Obelisk 128F (p144)



F			ATR	OPO:	5	Tyb	HP 2600	MP 2000	1		EXP
1.	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Def	100	100	100▲	100▲	100	100	Void	Void	Void	Void	Void
5kills	Maragio	n , Mabufi	ula, Mazann	na, Mazion	ga, Agilao	, Bufula , Z	anma, Zion	ıga			

Atropos uses Fire, Ice, Electric, and Force attacks, so pick allies without those WEAKNESSes. To fend off her assault, you cant rely on elemental defenses, so use support skills to lower her accuracy and attack power. If you know War Cry and Fog Breath, you can drop her

stats as low as theyll go in two turns. If you have the time, use "-kaja" skills on yourself, and dont forget to bring a healer. Equip the protagonist with the Ankh Magatama to raise his Vi stat; the slight cut in damage will help.



Recall and resummon an ally who has had their defense lowered by Rakunda after Lachesis is defeated.

-		CLO	THO			2000	MP 1000	100		1000
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Min
100	100	100▲	100▲	100	100	Void	Void	Void	Vold	Voi

em n	ne		LACI	HESIS			HP 2000	MP 1000	10	00	1000
	Phys	Fire	lce	Elec	Force	Almty	Expel	Death	Curve	Nerve	Mind
i j	100	100	100	1004	100	100	Void	Void	Void	Void	Void

no n	ime		ATR	OPO!	5		3000	MP 1500	100		3000	
	Phys	Fire	lco	Elec	Force	Almty	Expel	Death	Curse	Narve	Minc	
ef	100	100	100▲	100▲	100	100	Void	Void	Void	Void	Void	

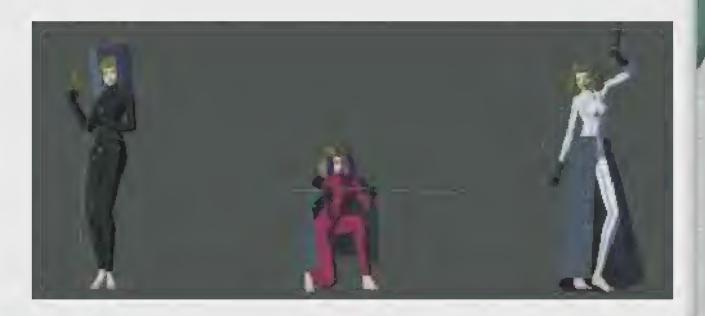
The Three Sisters arent much separately, but together theyre formidable. Atropos will attack with her elemental skills, Lachesis provides defense, and Clotho will heal her sisters when theyre wounded. If Atropos and Lachesis are killed, Clotho will press the assault with Mahama and Marin Karin.

Prepare very carefully before this battle, with high resistance to Fire, Ice, Electric, and Force skills. Since the Sisters have no weaknesses, focus on having as many attacks as possible. HP-consuming skills like Bright (Dark) Might work best, and dont forget to adjust your strategies for Kagutsuchis phase. Use Sukukaja and Sukunda to protect against magic, Dekaja to counteract Lachesiss defensive spells, and Tarukaja to enhance your own attacks. Since Clotho can counter Sukunda,

use Fog Breath on her to take her down two levels. When the fight starts, focus on Lachesis, then Clotho, and finally Atropos. Otherwise, Clotho will start firing powerful Expel attacks.

Burial Chamber Battle

Defeat the Sisters in four Press Turns for the high score. You need to beat them all at once, so use Bright (Dark) Might and skills that target the entire enemy party. If you have any allies who know both Bright Might and Attack All, this lb e easy. It doesnt matter what order you beat the Sisters in; if you cant take them all out in one turn, you wont be able to get the high score.



The Fantastic Summoned Demon (Fixed Boss)

Location: Shibuya Hidden Door (p114)



Tyrai			M	IRA J		7	HP 2300	MP 3000	200		EXP 5000
Def	Phys 100	50	1ce 50▲	Elec 50▲	Force 50	100	Expel Voia	Death Voia	Curse Voia	Nerve Voia	Mind Voia
Skills	Dismal T	une,Diara	han, Hell T	hrust , Had	es Blast, C	ekaja, Ma	zanma, Mo	arin Karin,/	Makajamo	n	

Mara can only be hurt by Phys and Almighty attacks, and regenerates all of his HP with Diarahan every turn. Therefore, you must inflict 2300 damage in one turn. Bright Might will be effective as will Rakunda. If each of your allies can hit for over 300 damage you should be able to beat him. For protection, defend against CHARM and MUTE, but Hades Blast will hurt anyway, so be careful. Use Tarunda

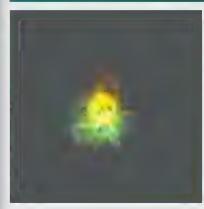
and War Cry to take down his attack power.

Burial Chamber Battle

Defeat him before 3 Press Turn Icons are consumed for the high score. Fight as listed above. If your level is high enough you can deal the damage without using Rakunda, to make the time limit.

The Greedy Specter Rematch (Fixed)

Location: Amala Network 2 1F (p147)



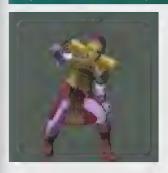
F		SI	PECT	ER •	2		HP 980	MP 29/300	60		EKP 2000
Def	Phys	Fire	lco	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Void	Void	Void	Void	100	Void	Void	100▲	Vod	Void
Skills	Gatherin	g,Megido,	Dekunda,	Mana Dro	ain						

In your second battle with the obstinate Specter, hell use Gathering again to create six of himself. This time, hell attack with Megido. He doesnt have much MP, though, so hell start using a Mana Drain / Megido pattern. Neither can be blocked by resistances or barriers, so use the "-kaja" skills to pump up your defense and dodge, and "-nda" skills to lower the Specters

accuracy. Unlike your last encounter, hes immune to all attacks except Physical, Almighty, and Curse, so use Tarukaja and Bright (Dark) Might to enhance your punches. Its like getting blood from a stone, but if you have multiple demons with Mana/Life Drain, you can steal the Specters MP to prevent him from casting Megido so often.

Trap in Asakusa Tunnel (Bonus)

Location: Asakusa Tunnel B3F (pl49)



		TITA	N x 3			HP 416	MP 177	35	6	354
Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curso	Nerve	Mind
100	100	100	150★	Void	100	100	100	100	100	100

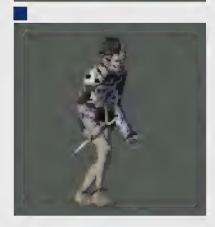
These have the same stats as normal Titans. Hes higher-level than the other monsters in Asakusa Tunnel, but target his WEAKNESS for an easy win. Dont open the chest unless you have party members with Elec skills.

Girimehkala





Phys	Fire	Ice	Elec	Force	Almity.	Expel	Death	Curse	Nerv	re M
100	100	100	100	100	100	Void	Void	Void	Voic	V



After you defeat the Girimehkala you'll go right into a battle with the Sakahagi. The Girimehkala repels physical attacks, so for his battle you'll need allies with single-attack Fire, Ice, Elec, and Force skills. Needless to say, you'll also want someone with Makakaja to increase their effects. The Girimehkala will use its two actions per turn for Beast Eye, so you might be tempted to use "-nda" spells to cut him down, but if you weaken him he'll just use Dekunda to cancel it out so there's no point. Instead, use Dekaja to counter his own "-kaja" skills. For defense, what you want to be most careful of is Panic Voice. Equip the Mind voiding lyomante, and don't forget to use Sacred Water. Sukukaja

and Rakukaja will be enough against the strong physical attacks.

The Sakahagi that appears after you defeat the Girimehkala has various elemental skills, but little MP so he'll soon have to resort to more direct attacks. The effects of the "-kaja" skills you used in the Girimehkala fight will still be in effect, so as long as you have healers it'll be an easy fight.

Burial Chamber Battle

Defeat only the Sakahagi in 2 Press Turn Icons to get the high score. He has no WEAKNESSes so use Bright Might to control icon consumption.

Emperor of Kabukicho (Fixed Boss)

Location: Kabukicho Prison 5F (pl31)



Nigh		DI	LACK	EDC	GTo	- b	HP	MP	. 1		EXP
Nigh		D	ACR	FRU	51.		2950	2500	100	00	5000
B	Phys	Fice	lee	Elec	Force	Almiy	Expel	Death	Curse	Nerve	Mind
	10	Voʻa	Эга л	100▲	100	100	Void	Repel	Void	Vod	Vo a
Sicils	Mamuda	on, Mabuf	udyne,Ber	serk, Diar	ama						

Elec, Force, and Almighty attacks work on him, so you'll need allies with those skills. Equip the protagonist with the Void Death Magatama, and make sure your allies have Death resistance. Also, if you have anyone with Ice Repel or Drain, when Mamudoon or Mabufudyne are used it will become your attack turn right away. He has nothing to counter "-kaja" and

"-nda" skills, so use Support skills at will. Use Sukukaja and Tarunda to counteract Berserk.

Burial Chamber Battle

Defeat him in 8 Press Turn Icons to get the high score. He has no WEAKNESS and the Bright Might strategy won't work, so you'll have to spend 2 turns. Try to choose allies with natural resistances if you can.

The Greedy Specter Final Battle (Fixed Boss)

Location: Amala Network (3) (p151)



	-	5	PECT	ER x	3		HP 700	MP 500	100		EXP 1500
□	Phys 100	Fire Repel	Repel	Elec Repel	Force Repel	Almty 100	Expel	Death	Curse	Nerve	Mind
Skill	Gatherin	g,Last Res	ort, Dekajo								

This is your last battle with the persistent Specter. Once again, hes only vulnerable to Physical, Almighty, and Curse, and immune to CURSE and POISON. Hell use his Gathering preemptively to turn into six Specters, and the first Specter will use Last Resort for massive damage. As long as your allies have more than half life left, put off healing and start using "-nda" skills to take down the Specters' accuracy and attack power, because the remaining 5 Specters will only use standard attacks until they take damage. Some effective skills when attacking

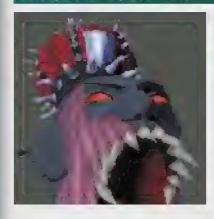
are Bright (Dark) Might, Focus, and Tarukaja. HP-consuming Phys attack skills have low accuracy, so focusing on defeating one per turn with accurate regular skills will work.

Burial Chamber Battle

Defeat him in 3 Press Turn Icons for the high score. It will rely on luck, but using all-target HPconsuming Phys skills can defeat them quickly. Use criticals to control icon consumption. If your level is high enough, there is little chance that they will dodge.

Dark Tyrant Aciel (Fixed Boss)

Location: Amala Network / Black Temple B1F (p153)



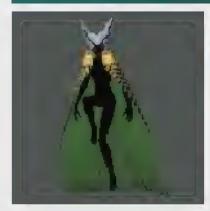
	1/4		AC	IEL		70	НР 8000	MP 2000	100	-	EXP 5000
Dof	Phys 80	Fire 50	1ce 50	Elec 50	Force 50	Almty 100	Void	Death Repel	Curse	Nerve	Mind
Skills					, Mana Dr			Керег	YOIG	Yolu	YOIG

Aciel's standard pattern when he takes two actions per round is to combine normal attacks and Tempest. Prepare allies with strong resistance to Phys, and equip the protagonist with a Magatama that protects against Phys. When "-nda" skills are used he will spend one action per turn on Dekunda, but he won't use Dekaja much at all. The thing to fear is the Almighty skill Sol Niger which will leave you with 1 HP. On the turn after he does Dragon Eye / Mana Drain x 5, the Sol Niger / Physical Attack combination is coming next turn. The simplest thing to do is to prepare Tetrakarn or Attack Mirror, and use it after the 4 Mana Drains.

When you are attacking, though he abates Phys (80%), Phys skills are best to use. Use skills like Bright (Dark) Might or Focus to get as much damage out of these attacks as possible. If you have time use Tarukaja too. Increase your accuracy with Sukukaja, and HP-consuming skills are also useful.

Burial Chamber Battle

Beat him in 15 Press Turn Icons for the high score. This may seem like excess, but taking time to heal after Sol Niger will use up needless icons. Give Bright (Dark) Might and healing skills to all your allies, and preserve icons this way.



	herly.		SK	ADI		76	HP 4000	MP 3000	100		EXP 5000
Def	Phys Drain	Fire 100	100▲	Elec 100▲	Force 100	Almry 100	Expel	Death	Curse	Nerve Void	Mind
Skills	Dragon	Eye,Taruk	aja, Rakuk	aja , Dekun	da, Dekaja	, Earthqua	ke, Thunde	rclap, Maz	andyne, M	Nakajamor	1

For her two actions each turn, Skadi will randomly use Mazandyne, Makajamon, and Thunderclap. If you use "-nda" skills to weaken and "-kaja" skills to power yourself up, she'll use back-to-back Dekunda and Dekaja to counter you in 1 turn. Be especially careful when she uses consecutive Tarukaja. She'll be using the powerful Phys attack Earthquake next turn, so you'll want to use Dekaja to counterbalance the Tarukaja. If you have War Cry, use it twice just before and you can cut its damage to be non-fatal. Tetrakarn and Attack Mirror will also work.

The problem will be when her HP get to 1/4 and she uses Dragon Eye to quintuple her number of attacks. Its accuracy will be low, but she'll fire off 5 consecutive Mazandyne and cap it off with Earthquake. Have at least one party member with Force Repel or Drain. Expel resistance can also be used against Thunderclap. Also have a Dis-Mute item to recover from the

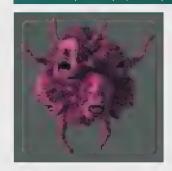
effects of Makajamon.

When attacking, you will need non-Phys single-target attacks. Makakaja in particular can make this a short battle. Also, you can use of the Pierce skill to make Phys attacks effective.

Burial Chamber Battle

Beat her in 8 Press Turn Icons for the high score. You won't have time to use Support skills like Makakaja to up your attack power, so this will be impossible unless all of your allies have non-Phys attacks that deal 500 or more damage. If you have the protagonist's Freikugel or Dante's Stinger and get a lucky critical it will be easy. If you can, giving more than one ally the Pierce skill, obtainable by purchasing a Girimehkala from a Shady Broker in the 5th Kalpa, can also win the challenge.

White Temple Trap (Bonus)



Location: Amala Network / White Temple 1F (pl 54)

	had.	Ţ	.EGI	ON x	3	75	нг 546	MP 180	35	6	354
	Phys	Fire	Ice	Fiec	Force	Almry	Expe	Death	Curse	Nerve	Mind
	50	100	100	150★	100	100	150★	Repel	100	100	100
Skills				150 ★ udoon, Tel		100	150★	Repel	100	100	10

These have the same basic stats as the Legion that appear all over the Amala Network during the day. But, since you may be going through this dungeon without Death protection, swap the protagonist's

Magatama. To counter Tetrakarn, equip allies with non-Phys attack skills. All that's left is to strike at Legion's WEAKNESS with Elec and Expel skills.

Albion

The White Temple Entity Albion (Fixed)

Location: Amala Network / White Temple 3F (p154)

E .			ALB	ION			HP 2700	MP 1000	10 C		EXP 1800
	Phys 100	Fire 100	100s	Elec 100s	Force 100	Almty 100	Expel	Void	Curse	Norve	Mind
Skalls	Stasis Bl	ade , Guillo	line , Hades	Blast, He	at Wave,	Conjuration	n				

1800
Mind

			LU	VAH			HP 1300	MP 300	1000	1800
	Phys	Fire	ice	Elec	Force	Almty	Expel	Death	Curse Ne	rve Mind
Def	100	100	100	150★	Repel	100	Void	Void	Void V	oid Void

1			URI	ZEN	1		HP 1300	MP 300	100	00	1800
	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Repel	150★	100	100	100	Void	Void	Void	Void	Void

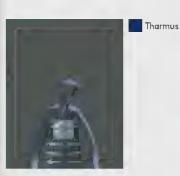
Z			URTI	HON			HP 1300	MP 300	100	00	1800
Def	Phys	Fire	Ice	Elec	Force	Almry	Expel	Death	Curse	Nerv	e Mind
Det	100	100	100	Repel	150★	100	Void	Void	Void	Void	Void
5kills			e,Samrec		1007	100	7014	7 010	7 014	1010	7 0,10

On his first turn, Albion will use Conjuration to summon 4 Zoa. The Zoa have different strengths and WEAKNESSes to Fire, Ice, Elec, and Force. In other words, be careful if you use any elemental all-attacks, one of them will have the Repel for it and it will go over to their turn. Also, if you defeat all the Zoa, Albion will just summon them again, and if you defeat Albion first, the Zoa will resurrect him with Samrecarm. In order to beat them, you'll have to be able to finish both the Zoa and Albion in one turn.

For attacking, Phys skills are best since there's no risk. There's no counter for Support skills here, so rather than thinking hard about elemental resistances, use Tarukaja and Rakukaja. "-nda" skills will also work. Defeat 3 of the Zoa first, then shave down the HP of the remaining Zoa and Albion. Once their HP get below 1/4 both the Zoa and Albion will seem exhausted and you can focus on dealing damage. Once you get the Albion down to the point where you can defeat him in one turn, wait until the next turn and then finish him.

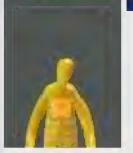
Burial Chamber Battle

Defeat him in 5 Press Turn Icons for the high score. Use all-attack Phys skills if you want to get them all in a turn. For this, you'll want as high-level an ally as possible for accuracy and critical. Also, using 1 Rakunda at the beginning can affect damage in one attack greatly.











C	7		FUTO	MIM	II (HP 5500	MP 2000	100		EXP
	Phys	Fire	les	Elec	Force	Almry	Expel	Death	Curse	Nerve	Mind
	50	100	100▲	100▲	100	100	Void	Void	Void	Vo.q	Void
Skill	Focus, W	ar Cry,M	ute Gaze,	Lunge							

His basic abilities aren't very high, but even setting aside "War Cry," he can be an unusually powerful opponent. The "Focus" / "Lunge" combination is not to be looked down upon. You'll need "Tarunda" and "Dekunda." Since you only have to defend

against Phys, using "Sukukaja" and "Sukunda" to take down his accuracy is okay. If you use allies with Phys resistance you'll have a perfect defense. Since he's only really strong against Phys, attack with single-target element skills.

Battle with Heaven's Wrath (Fixed)

Location: Mifunashiro Third Level (p157)



Sera	ph		GAE	BRIE	1		3000	MP 1500	400		EXP 6000
	Phya	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Def	100	50	50	50	50	100	Repel	Repel	Void	Void	Void

i re			UR	RIEL		7 2	HP 3000	MP 1000	300		EKP 2000
P	hys	Fire	Ico	Elec	Force	Almty	Expel	Death	Curso	Norvo	Mind
of 1	00	50	50▲	50▲	50	100	Repel	Repel	Void	Void	Void





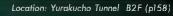


A combination enemy: Uriel heals while Gabriel and Raphael attack. When not healing, Uriel will use Tetrakarn and Makarakarn to set up a repel barrier, so prepare various elemental skills. There's nothing to cancel your support skills, so take a break and power up your best Phys attacks with Tarukaja and Rakunda while Tetrakarn is in effect. Make sure you have among your allies Expel, Fire, and Elec resistance, and you may have the benefit of taking the turn from your enemies. If you get paralyzed from Stasis Blade,

use a Dis-Stun or the skill Paraladi to cure it.

Generally you should beat them in the order Uriel, Raphael, Gabriel, but if you have multiple allies with Bright (Dark) Might there's no need to worry about this. If you can stack on 4 Tarukaja and Rakunda, it won't be hard to beat one each turn. Combine this with Focus and one attack can deal 1500-2000 damage. Combine support skills and swift attacking for the win.

Yurakucho Tunnel Trap 1(Bonus)





Ng	el		LO	A * 4		75	HP 571	Mr 231	44		454
	Phys	Fire	Ice	Elec	Force	Almty	Expo	Death	Cursa	Nerve	Mind
	100	100	100	100	100	100	150★	Void	Void	Voʻd	100
Skalls	Debilitate	, Tetraja, I	Mamudo,\	/enom Bite	e,Stone G	aze, Mamı	ıdoon, Las	t Resort			

These 4 are just like Loa you encounter normally, but may be dangerous since they consecutive Debilitates right off.

If you take too long to beat them they'll use Last Resort, so you'll need Dekunda. Don't forget Death resistance.

Yurakucho Tunnel Trap 2 (Bonus)

Location: Yurakucho Tunnel B6F (p160)



151			CERB	ERU	5		592	225	51		532
	Phys	Fine	Ice	Elec	Force	Almiy	Expel	Death	Curse	Nerve	Mind
•	50	Repel	150★	100	100	100	100	100	100	100	100



Everything in this battle is what you would encounter normally, but it can be hard if you're not careful about the Debilitate string. Especially if it gives your party WEAKNESSes, you'll suffer a lot of damage from the Cerberus's

attacks and Retaliates. You'll want to use Dekunda to seal his attacks and strike at his WEAKNESS with ice skills at the same time. Naturally, you'll need to protect yourself against Death skills.

Guardian of the North (Fixed)

Location: Asakusa / Yushima Area Northern Temple (p160)

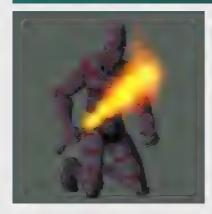


	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
f	100	Repel	150★▲	100	100	100	Void	Void	Void	Void	Void

A strong enemy with the Focus combination. Hassohappa The Expel Holy Wrath and Fire Prominence are also nothing to sneeze at. It's hard to choose what to defend against, but most of the damage will probably come from Phys so defend against that. You should also have one ally each with Fire and Expel Repel or Drain. Use

Support skills to get Bishamon's attack down and your defense up as much as possible. If you have War Cry, use it.

Against Bishamon, use ice, his WEAKNESS. He'll use Diarahan to heal himself fully, so power up your Ice skills with Makakaja and try to beat him as quickly as possible.

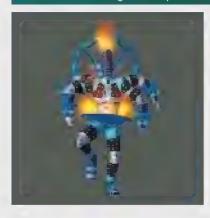


Tyrar			SL	JRT		75	HP 5000	мг 3000	50		EXP 8000
Def	Phys 50	Fire Drain	100A	Elec 100▲	Force 100	Almry 100	Expol	Peath	Cursa	Norve Void	Mind
Siells	Tempest	, Hell Thru:	st, Dekund	a, Ragnara	k,Hellfire	, Retaliate					

Surt is a powerful enemy with strong Fire and Physical attacks, as well as Dekunda to counterbalance weakening. Defend against his Fire attacks with resistances, and use Rakukaja and Sukukaja against his Phys attacks. When attacking, Phys isn't very effective and he has no WEAKNESS, so there's nothing to do but to chip away at him with other skills. Use Makakaja if you want to avoid a long battle. If you can use Pierce, combining that with Bright (Dark) Might can do a lot of damage.

The Portrait-Painting Mada (Fixed Boss)

Location: Diet Building / West Wing 2F (p161)



V			M	IDA	HP MP to 2500 747 500			8000			
$\int_{\mathbb{R}^{2}}$	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Def	Drain	100	100▲	100	100	100	Void	Void	Void	Void	Void

With a variety of Phys, Fire, Mind, Support skills, and Phys Drain,he can be very troublesome. If you use "-kaja" and "-nda" Support skills, he'll counter with Debilitate and Dekunda. You'll need Mind resistant allies to guard against PANIC, and Phys and Fire

resistances if you can. When his HP go down he'll summon a Vile Pazuzu (abilities the same as a standard encounter) to heal him. Prepare some Ice skills to hit the Pazuzu's WEAKNESS and take him out quickly.

False Statue Mot (Fixed Boss)

Location: Diet Building / East Wing 1F (p162)



Tyrar	nt		M	OT [н Р 3500	MP 3000	50		EXP 8000	
	Phys	Fire	Ice	Elac	Force	Almry	Expol	Death	Curse	Nerve	Mind	
Def	10	Void	Drain	150★	Repel	100	Void	Void	Void	Void	Void	
Skills	Beast Ey	e, Makaka	ia, Megido	laon, Tem	pest, Deku	nda, Maza	andyne, Dic	ırama				

The key to the fight with Mot is defense against his Makakaja-strengthened Megidolaon. You can't resist Almighty skills, so you can only use Support skills to cut down the damage done. Use Rakukaja and Sukukaja, and counter Mot's Makakaja with Dekaja. You can also

cut some damage with Phys and Force Repel (Drain).

Focus on his WEAKNESS, Elec skills, when attacking. Copy Mot's trick and use Makakaja to power up your Elec attacks.

Conference Room Arbiter Mithra (Fixed Boss)

Location: Diet Building / East Hall 2F (p162)



D			MIT	HRA			HP 4500	MP 3000	500		EXP 8000
D-	Phys 100	Fire 100	100▲	Elec 100▲	Force 100	Almty 100	Expol Void	Peath	Curso	Nerve Vo'd	Mind Void
Sicils	Holy Wro	ath , Debilit	ate, Megid	ola, Drago	n Eye,Ma	mudoon, A	Aahamaon	,Mudoon,	Hamaon		

Mithra resists Death, Expel, and battle status, so you're in for a tough fight if you don't pick resistances carefully. He has Expel and Death insta-kill skills, so if any of your allies have WEAKNESSes to those, they can be insta-killed.

First, only put allies in your party who resist both Expel and Death, and equip the protagonist with the Magatama Geis or Sophia (both defend against Expel). Unlike other demons, the protagonist naturally has 50%, so if you're lucky he won't be insta-killed. Better to guard against Holy Wrath which will take 80% of your HP.

When battle starts, first use Tarunda (War Cry) or Sukunda (Fog Breath) to take down Mithra's attack power and accuracy. You'll also need Dekunda to protect against Debilitate. Then, center your attacks on Phys and hope for criticals. The Might skills are also useful.

Burial Chamber Battle

Defeat him in 6 Press Turn Icons for the high score. He has no WEAKNESSes, so use Might Skills to increase your number of attacks. Don't forget to have your Expel and Death resistance as listed above.

Location: Diet Building / Central Tower 6F (p162)

Nihilo's #2:Samael (Fixed Boss)



v			SAN	AAEL			HI 8500	4000		10000	
Pi	ıys F	ite	Ice	Elec	Force	Almry	Expel	Death	Curse	Nerve	Mind
10	00	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void

Samael's God's Curse skill will randomly assign you a Mind or Nerve Battle Status (PANIC, CHARM, SLEEP, BIND, STUN). Some allies can have the ability Void Battle Status, but the protagonist can only protect against one type. All you can do is equip lyomante for Mind and rely on allies to cure the Nerve-related status. An effective cure is Deity Amaterasu's Prayer. The Nue purchasable in the 2nd Kalpa also has it, so raise them well for this battle. Other than that, you can just use Support skills to

strengthen yourself and weaken the enemy. Samael has Dekunda and Dekaja but won't use them very often, so this is a fairly reasonable strategy. Have Dekaja around to counter Rakukaja. At the worst, use a Dekaja Rock. In any case, you're in for a long battle, so you'll need MP restoring items. Don't waste precious items like Great Chakra or Bead of Life if you get in trouble.

Ahriman 1st Form



Ahriman 2nd Form



★The prohibition on "Magic Attack' and "Magic' refers to skills that consume MP, but on the "Magic Attack" prohibition you can use Support skills. Furthermore, Fiend Dante's Stinger skill is Almighty but is prohibited under the 'Physical Attack" prohibition, so be careful of this.

Tyrar	nt .	AHR	IMAI	V - 1	st For		HP 6000	Mr 3000	100		EXP 10000
Def	Phys 100	Fire 100	100▲	Elec 100▲	Force 100	Almty 100	Repel	Repel	Cursa	Nerve Void	Mind
Si, ili	Hell's (Call, Agidyne	e , Maragid	yne,Bufud	yne, Mabu	fudyne, Z	andyne, Ma	azandyne,	Ziodyne, N	Naziodyne	

Tyrai	nt	AHRI	MAI	l • 21	ıd For	m	HP 18000	MP 6000	100		EXF 0000
Def	Phys 100	Fire 100	100▲	Elac 100▲	Force 100	Almty 100	Repel	Repel	Curse	Vo'd	Mind Void
Si, iii	Dekaja	,Dekunda,	Tentacle, A	pocalypse	, Megidola	ion					

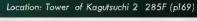
Ahriman has forms. two The first plays "games" with the protagonist's side to prohibit their actions. The prohibited action will change from turn to turn, and can vary from physical attack, magic attack, magic, healing, item, summon, magic and items, magic and tools, etc *. If the prohibition is broken, he'll use Hell's Call which is instant death regardless of elemental resistances. If you have Endure you can take it, but only once. If the battle goes on long, it will become "all but Physical attacks prohibited," so throw yourself at him to avoid a drawn-out battle at all costs.

After making the change to 2nd form, he will begin to attack with powerful all-target Phys and Almighty skills. He wont use Dekaja and Dekunda often, so use Rakukaja and Tarunda to their limits and hope that he wont balance them immediately. It's better to take the time to use the skill again than to eat the damage from the unblockable Tentacle. Since it will assuredly be a long fight, make sure to equip MP-restoring items. This is the place to use your Beads of Life.

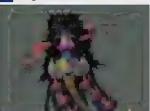
Burial Chamber Battle

Defeat him in 22 Press Turn Icons for the high score. This is roughly about 5 turns. Since the first form prohibits actions, you can't use both Bright (Dark) Might and single-target skills to force him to a quick finale. To do the necessary damage in one hit, you should probably be at least LV90.

Tower of Kagutsuchi Trap 1(Bonus)



Rangda



Abaddon



1		A	BADI	DON	x 2	7	HP 817	MP 279	63		660
B-F	hys	Fire 50	50	Flor 50	Force 50		Expel Void		-		Mind 100
	100 Nabufud	50 yne, Panic	50 Voice, Ha	50 des Blast,	50 Retaliate	100	Void	Repel	100	100	100

Rangda, who repels Phys, and Abaddon, strong against magic: a bad combination. Using Elec skills to take care of the Rangda, then normal ones on the Abaddon should be enough. To avoid Retaliate, you can keep using Elec skills to the end.

Isamu's Lonely Drift God [Fixed Boss]

Location: Tower of Kagutsuchi 329F (p171)





Noah's Second Form



V		NO	HA	· 1st	Form		нг 8000	Mn 4000	100	_	EXP 0000
- I	Phys 100	Aire 100	100	Elec 100	Force 100	Almty 100	Expel Void	Death Void	Curse	Nerve Vo d	Mind Void
Siells		100 Agidyne, Bu				100	Void	Void	Void	Vod	Void

	Phys	Fire	lco	Elac	Force	Aimty	Expel	Death	Curve	Nerv	e Minc
f	100	100	100	100	100	100	Void	Void	Void	Void	Void

Noah, like Ahriman, has two forms. Aurora is a unique skill that will change Noah's defensive properties. It is of utmost importance to follow these changes.

As shown above, Noah starts out resistant to Expel, Death, and Battle Status, but these properties will change on the first turn. A clue to this is what skill he attacks with right after Aurora. If it's Agidyne, he will have the properties "Ice effective (100%), Strong to Almighty (10%), all others Repel." For the other three, Bufudyne means Fire is effective that turn; Ziodyne, Force; Zandyne, Elec. This change may seem random, but it will be Ice / Fire / Force / Elec effective. Remember this, it will be important for his 2nd form. Noah's regular attacks are also strong, so use Rakukaja and Tarunda to weaken them.

When he changes to his 2nd form, he will use normal attacks and Support skills after Aurora, so you won't know his properties immediately. His pattern is the same as the 1st form, though. If you can tell this, it's easy to know what to attack him with. Then, it's okay to use the same strategy as

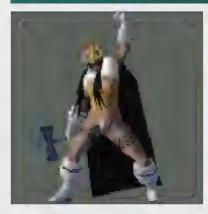
the 1st form. But the Domination attack he uses when his HP are low will be stronger than you expect, so make sure to use support skills to balance it out again. Since Noah's 2nd form skills will all be all-target attacks, plan your allies' WEAKNESSes carefully.

Burial Chamber Battle

Beat him in 30 Press Turn Icons for the high score. Making sure you use no useless attacks on the first form is a point. Basically, have allies who can do one of each of the four properties. But, if the protagonist has Pierce and Freikugel, it's easy to do 100% damage with it.



The best way to reduce damage from the Almighty Domination is to combine Tarunda and Rakukaja. Makarakarn won't work.



Kishi	n		TH	OR			HP 8000	MP 3000	50		EXP 200
	Phys 100	Fire 100	100	Repel	Force 100	Almry 100	Expel Repel	Death Void	Curse 50▲	Nerve Void	Mind Void
Skalls		, .	hrust, Guill 1e, Bolt Sto		unda, Dek	aja,Focus,	Tarukaja, I	Makakaja,			

His defenses are nothing out of the ordinary for a boss, but his attacks are severe. His basic pattern is Elec skill / Single-target Phys skill. If his Elecs get a SHOCK effect, he'll get criticals off his Guillotine and Hell Thrust. You'll want Elec Void / Drain / Repel for defense.

His attack pattern changes at 1/2 HP, using Dragon Eye to 5x his attacks, and then use "-kaja" skills or Focus to pump his attack power. Even a high level character can die in one hit from this, so don't spare the Support skills. He may counter with Dekunda or Dekaja, but this will still use Thor's actions, so use as many Support skills as possible.

Burial Chamber Battle

Beat him in 10 Press Turn Icons for the High Score. This will be tough since he has no WEAKNESSes, but if you use the Bright (Dark) Might technique it's not unattainable. If you can get the Fiend Black Rider in your party it will be quite easy. This is a common trick, but the Black Rider's Soul Divide is the key. This skill takes the target down to 1/2 HP, and has the MUTE effect. MUTE won't work on Thor, but the 1/2 will. If you can use Next to use Soul Balance twice in one turn you can get him down to 2000 HP. If you focus your attacks on him next turn, you can defeat him quickly.

Tower of Kagutsuchi Trap 2 (Bonus)





	1.3	- 1
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			MO	T 🦸 🏺			HP 759	MP 369	102		1012
3	Phys	Fire	Ice	Elec	Force	Almiy	Expel	Death	Curse	Nerve	Mind
•	100	100	100	150★	100	100	Void	Void	Void	Void	Void

				OW:			420	216	39	2	396
	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Def	50	100	100	100	150★	100	150★	Void	100	100	100

A big battle with 3 Mots and 3 Shadows. It may be a shock at first, but if you've used "Riberama" to raise enemy encounter rate, it will seem like a normal combined encounter. Take out the Shadows

and their ugly combination of Death and Support skills with Force, then defeat the Mot with Elec. If you have single-target force skills, the Shadows will be easy.

Chiaki's Supreme Deities (Fixed Boss)

Tower of Kagutsuchi 3 462F (p175)



Deity		B	AAL	AVAT	AR		HP 3000	MP 5000	100		0000
Def	Phys 100	Fire 100	100▲	Elec 100▲	Force 100	Almty 100	Expel Repel	Void	Curse	Void	Mind Void
Skills	Bael's B	ane, Beasi	Eye, Mah	amaon, Ra	diance, Ha	ly Wrath, l	Megidola,	Divine Will			

Hall	10		FLA	JRO5			HP 6700	MP 3000	Ť.		EXP
	Phys	Fire	Ice	Elec	Force	Almity	Expel	Death	Curse	Nerve	Mind
Def	100	100	100▲	100▲	100	100	Repel	Void	Void	Void	Void

Skills Diarahan, Dekaja, Tetrakarn, Tarukaja, Rakukaja, Sukukaja, Makakaja, Hassohappa, Mazandyne, Maragidyne

LESSO	6		- 0	SF		_ <u>b</u>	HP	MP	7		EXP
				S E			6700	3000			
	Phys	Fire	ice	Elec	Force	Almry	Expel	Death	Curse	Nerve	Mind
Def	100	100	100	100	100	100	Repel	Void	50	50	50
Skills	Diarahar Mabufuc	,	e, Dekund	a, Dekaja,	Tetrakarn,	Makarako	irn, Rakuno	da, Chaos	Blade, Ma	ziodyne,	



There is one absolute necessity for this battle: Curse resistance. Baal Avatar will use the Bael's Bane curse which efficiently deals the incurable FLY status. A character with this status will find all his stats but "Ag" at 1, and might as well not be there. Her Expel attacks are also strong, so use Makarakarn at least every turn. Giving the protagonist Void Expel and equipping with Djed is best.

The battle will start with just Baal Avatar. As long as you have Expel and Curse resistance there's no special need for caution. But after 4 turns, Flauros Hallel and Ose Hallel will appear, and Baal Avatar will fully heal. These are her supporters, with "-kaja" and "-nda" skills, Dekaja and Dekunda. If you don't beat these two first you can never beat Baal Avatar. You'll need Dekaja and Dekunda to balance their support, and Bright (Dark) Might to increase your criticals. Also, even if the protagonist's side uses Makarakarn or Tetrakarn, they will cleverly use non-repellant attacks, so it will not be effective. Prepare for a lona battle.

Burial Chamber Battle

Defeat them in 14 Press Turn Icons for the high score. But since the 2 supporters don't appear until the 4th turn and Baal Avatar heals, your real target is 12 Icons (3 turns). This will call for drastic tactics. First have the protagonist use high-critical, powerful HP-consuming attacks like Spiral Viper. Then have two allies with X Might and Tarukaja, and recruit Dante. Have the protagonist do nothing but skill attacks. 1 use of Dante's Provoke will lower the enemies' Defense, then continue with Stinger. Have each ally Tarukaja once to raise attack power two levels, then continuous Mights. It will take a lot of luck, but after this setup you should be able to do damage to take one down in a turn, and beat them all in 3. Continue with the protagonist's HP-consuming skill Freikugel. A Makakaja-powered Fire Boost and Magma Axis combination should also have enough power.



If you take it without Support Skills, Infinite Light is powerful. It will annihilate you all in a

Curse 100 100 100 100 Void Void Void Vast Light, Dekunda, Dekaja, Phase Shift, Maragidyne, Mabufudyne, Maziodyne, Mazandyne, Megidola

L	K	AGU	TSUC	HI 🚉	2nd Fo	rm	HP 40000	MP 10000	10		EXF 3000
	Phys	Firm	lce	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Def	100	100	100▲	100▲	100	100	Void	Void	Void	Vo'd	Void
Skills	Dragon I	Eye, Mara	gidyne, Ma	bufudyne,	Maziodyn	e, Mazano	lyne, Infinit	e Light,Dek	unda		

The battle with Kagutsuchi starts during the NEW phase, and he will randomly use Fire, Ice, Elec, or Force skills. But, one phase of the Kagutsuchi will pass in a turn. When it reaches FULL, he'll start using the powerful Almighty Vast Light skill. Rather than thinking about WEAKNESSes for this battle, gather as many "-kaja" and "-nda" skills as you can. You can't abate damage on Vast Light anyway, and he won't counter with Dekaja and Dekunda often. Then, since the Kagutsuchi phase will change, Bright (Dark) Might will work, but look ahead to the 2nd form and stick with Bright. When his HP get low, he'll use Phase Shift to forcibly change the Kagutsuchi phase, so he'll use Vast Light more often. But as long as you're careful about healing, beating this Kagutsuchi won't be hard.

Once you beat the first Kagutsuchi, you will fight

his second form. At this time the Kagutsuchi phase will be fixed at FULL and he will randomly start using Vast Light's upgrade, Infinite Light. But since he won't use Dekaja any more, use Rakukaja to raise your defenses. If you use Tarukaja and Rakunda at this time, Bright Might can be terrifically powerful. Also, since he will proclaim before he uses Infinite Light, use War Cry and Tarunda to take down his attack power as much as possible. It will be a war of attrition even if you fight perfectly, so don't be stingy with Bead Chains, Great Chakras, and Beads of Life. Like it or not, this is the last battle.

But take care: for some players, the true last battle (p233) is yet to come.







Guardian of the North, Rematch (Fixed Boss)

Location: Bandou Shrine (p176)



Kishi	n		BISHA	MO	N		HP 20000	MP 10000	100		EXP 10000
	Phys	Fire	Ice	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
	100	Repel	150★▲	100▲	100	100	Void	Void	Void	Void	Void
Siells	Tempest	, Maragidy	ne, Hellfire	, Prominen	ce, Megid	olaon, Tar	ukaja, Mak	akaja, Dek	aja, Debili	iate, Drag	on Eye

Bishamon, one of the 4 Heavenly Kings of the Bandou Shrine. He's much stronger than when you fought him in the Northern Temple. He has the same resistances as before: Fire Repel / Expel, Death, Battle Status Void / Weak to Ice, but his battle style is more vicious.

All of his attacking skills are powerful Phys, Fire, or Almighty. He's also got an abundance of Support skills he can use well. For instance, he'll use Dragon Eye to increase his actions, then 4 Tarukaja followed by Tempest, or perhaps 4 Makakaja followed by Megidolaon. If you don't balance these 4 "-kaja" skills immediately with

Dekaja on the next turn he'll break out 4 consecutive Tempests or Firebased all-attacks, enough to destroy even a LV99 party. He'll also break out Debilitate and Dekaja to weaken the protagonist sometimes.

To defend in this battle, rely on Fire resistances and Tetrakarn to protect against Phys attacks. In addition, you'll need War Cry and Fog Breath to weaken him, and the defense of Rakukaja. Naturally, you should also have Dekaja and Dekunda for counterbalancing.

Guardian of the East (Fixed Boss)

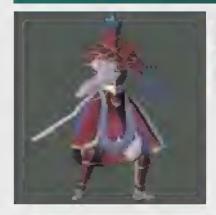
Location: Bandou Shrine (p176)



Kishir	1	=	JIK	OKU		76	HP 20000	MP 10000	100		EXP 5000
Def	Phys 100	Fire	Repel A	Eloc 100▲	Force	Almty 100	Expel	Death	Curse	Narve Vo.d	Mind
Sicils	Bufudyne	,Mabufu	,	al Blast, M							, Tetrakarn ,

Jikoku's main pattern is to increase his actions and then use consecutive Makarakarn, then to use consecutive Ice attacks on his next turn. His pattern is a bit like Bishamon, but once one of your party members gets FREEZE status, it becomes more terrifying. To explain it concretely, he will target the demon with FREEZE status, then repeat a Beast Eye / Focus / direct attack (Critical) / Beast Eye pattern, until the targeted demon is totally dead. There is only one thing you can do to prevent this terrifying chain: don't get FREEZE status. Build your resistance against Ice, and defend against other types of damage with Support skills. Jikoku doesn't have Dekaja or Dekunda, so you can use Support skills like War Cry and Fog Breath uncontested. Tetrakarn can also be useful for defense, but keep in mind that Phys repel won't protect against FREEZE.

Also, if the protagonist has Magma Axis and Fire Boost, you can use Makakaja and Rakunda as Support to do over 5000 damage in one hit.



K	,	R	(OU)	мок	U	2	HP 10000	MP 10000	100		5000
Def	Phys 100	Fire 100	100	Elec 150★	Force Repel	Almry 100	Expol Void	Peath Void	Cursa	Nerve Void	Mind Void
Siells	Berserk, Dragon		nd , Zandyr	ne, Mazano	dyne, Wind	Cutter, M	egidolaon	, Makakaja,	, Rakukaja	, Rakunda	,Focus,

Koumoku's attack pattern is similar to Bishamon's. The difference is that he'll use Focus instead of Tarukaja to power up his Phys skills. Since he can't counterbalance with Dekunda and Dekaja, if you use Rakukaja and Tarunda to their limits, these attacks will become no real threat. If you can seal his Force attacks with elemental resistances, this battle will be quite easy.

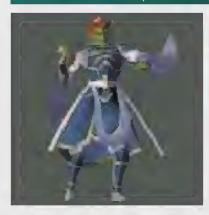
But, since he'll occasionally use the Almighty skill Megidolaon, you should always use Dekaja to counterbalance his magic power increase. And if you use Sukukaja and Sukunda 4 times each, the

already-low accuracy Berserk and Deathbound and his other attacking skills will become extremely easy to dodge.

Koumoku alsa has **WEAKNESS** that the other Heavenly Kings don't have. That is, when attacked with Elec, he has no resistance to SHOCK. If you manage to give Koumoku SHOCK status, your physical skills will always critical hit, so it's very useful. He can also be FREEZEd with Ice, so if allies who don't possess Elec skills can also be useful. He could easily be called the weakest of the Four Heavenly Kings.

Guardian of the South (Fixed Boss)

Location: Bandou Shrine (p196)



Kosso	1		ZOU	CHO	U	- b	HP 20000	Mr 10000	100		EXP 5000
							20000	10000	100	00	5000
D-6	Phys	Fire	lee	Elec	Force	Almty	Expel	Death	Curse	Nerve	Mind
Def	100	100	100	100	150★	100	Void	Void	Void	Vo:d	Void
Sicils	Ziodyne	Maziodyn	e,Bolt Sto	rm, Megid	olaon, Life	Drain, Tai	rukaja, Mal	cakaja , Rak	ukaja, Tar	unda, Raki	unda,
26/8/12	Focus, Be	east Eye									

Zouchou uses a strategy like Jikoku's FREEZEing with Ice and then combining Phys attacks. He will generally up his magic power with Makakaja / consecutive Elec skills / if the opponent is SHOCKed Beast Eye / Focus / repeated direct attacks.

Use Sukukaja and Sukunda to raise your dodge since he can't counter them, then use Dekaja and Dekunda to balance other Support skills as necessary. Then it's just a matter of attacking with Force skills, Zouchou's WEAKNESS. The defense, as learned from the other Kings, is

Elec Repel or Drain. You'll also need MP restoring items for when he uses the Almighty Life Drain.

Speaking of defenses, Zouchou has a decisive difference from the other 4 Kings. That is, while he has an elemental WEAKNESS, he doesn't have a special resistance in any of the other 3 attributes. According to the pattern he should have Elec Repel, but he just takes normal damage. Since your high-level allies will probably have a lot of Elec skills, this could be called a thankful blessing.

Fiend Battle Royale Part 1 (Fixed Boss)

Location: Great Underpass of Ginza BIF-b (pl 20)



F		3	MAT	ADO	R		HP	MP 500	70		EXP 1200
-	Phys 100	Fire 100	lce 100▲	Elec 100▲	Force	Almry 100	Expel Void	Void	Curse	Nerve	Mind
Skills	Andaluci	a,Red Ca	pote, Maza	an,Focus,1	Faunt, Dek	unda					

The battle with the first Fiend. Matador, is compulsory despite being a Fiend battle. Depending on the protagonist's level and skills when you encounter him, he can be quite a strong enemy.

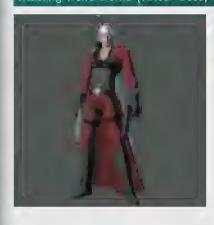
When fighting, the Matador will first use Red Capote to get his dodge up to its highest point (like 4 Sukukaja), then repeated Force skills, or use a Focus / Andalucia combo to deal great damage. He'll also lower your defense power with Taunt, so depending on the situation you could end up on the verge of annihilation in one turn. First you need to restore your defense power

with Dekunda, then cancel out the Red Capote with Dekaja or Fog Breath.

On top of the typical boss Expel / Death / Battle Status Void attributes he also has Void Force, and his basic dodge is already high, so use skills to lower his accuracy. Use Bright (Dark) Might and Focus to strengthen your basic attacks, so you can beat the Matador's Taunt. If you still don't have many MP, keep focused on low-MP-consumption magic skills and attacks for the sake of Healing and Support spells.

Meeting Fiend Dante (Fixed Boss)

Location: Ikebukuro / Main Hall 1F (p123)



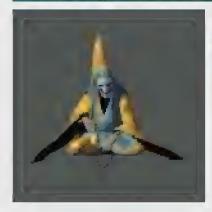
F		DA	NTE	• 1st	time		H P 2400	MP 3000	1t 80		EXP 900
	Phys 100	100	100 A	Elec 100	Force 100	Almry 100	Expel Void	Doath Void	Cursa Void	Nerve Void	Mind Void
Sk ill	E & I,Re	bellion, Bu	ıllet Time, h	loly Star, F	rovoke						

Your first battle with Fiend Dante. As with the Matador, this is a compulsory battle. Dante will generally fight by first lowering your defense power with Provoke, then attack with strong Phys skills. Even if you try to take his abilities down with "-nda" skills, he'll use Holy Star to counter it in a flash. Sukukaja is the only Support skill he cannot counter. Therefore you may want to have multiple allies with this skill.

Dante's abilities are entirely Phys, so if you have a party with high Phys resistance this will be easy. However, Bullet Time carries the PANIC effect, so at the very least you want to equip

the protagonist with lyomante. If an ally gets PANIC, use Sacred Water to cure them.

As for your battle strategy, since he's been nice enough to raise your attack power with Provoke, attacking with physical skills will be very effective. If you've got Bright (Dark) Might or Focus, those effects will also be increased. Especially since you encounter Dante in Ikebukuro, there should be many demons with high Phys resistance and many Phys skills. If you can ally with these demons, they'll be a big help.



Fiend		ı	AIS	OUJC	U	75	HP 2500	MP 800	200		EXP 2000
Def	Phys 50	Fire 50	Ice 50▲	Elec 50▲	Force 50	Almty 100	Expol Repel	Repel	Cursa Drain	Nerve	Mind Drain
Siells	Meditat	ion, Maho	ımaon, M	amudoon	,Preach,	Startle					

When meeting the Fiend Daisoujou in Ikebukuro, picking your resistances will be a problem. His main attacks other than the standard will vary greatly, from Mind to Expel to Death, and all of them can be a danger. If you have to choose a preference, make it Mind Resistance. The CHARM, PANIC, SLEEP effects that Preach can deal are all lethal. Get the protagonist through with lyomante, and find allies to put in your party who have Mind resistance or Void Battle Status. For the Expel and Death, you can only use Sukukaja and Fog Breath to pump your dodge up to its limits. Even if you have an ally with Tetraja, it consumes a lot of MP, and having an ally solely dedicated to

Tetraja can be a blow against you. The raised Dodge will also be useful against the Almighty-based Meditation.

For attacking, Almighty are the only skills that have full effect; instant death and battle status have no effect, and the other attack types have half-effect. For this, the combination of Tarukaja and Bright (Dark) Might is best. Since it can increase criticals and number of attacks, force the battle to a finish as soon as possible. The longer you take, the higher the possibility that you will fall victim to one of his instant death attacks.

Fiend Battle Royale Part 3 (Fixed Boss)

Location: Ikebukuro / Kabukicho Area (p100)



Fiend			IELL	BIKE	R	7	3000	MP 1000	250		EXP 2500
Def	Phys 100	Fire Void	100▲	Elec 100▲	Force Drain	Almty 100	Expel Void	Death Void	Curse Void	Nerve Vold	Mind
5kills	Hell Spi	n,Hell Bu	rner,Hell	Exhaust,	Hell Thro	ttle					

The Hell Biker has resistances that null Fire, Drain Force, and null Expel, Death, and battle status effects. The attack of his to be most wary of is the Force Skill Hell Exhaust which also has the Dekaja effect. Even if you have resistance to the Force effect, you will still be affected by this Dekaja. Therefore, weakening the Hell's Angel with "-nda" skills should be a priority from the time the battle begins.

For your defenses, it's okay to have one ally each with Phys, Fire, or Force resistance. Since all of the Hell Biker's attacks are all-target, as long as one of your allies has Repel or Drain in that element you can take the turn. But at the time you encounter him the protagonist will probably not have an appropriate Magatama. Leave the Force and Fire resistances to the others, and equip the protagonist with the Physstrong Kamudo.

Even if you don't have any Support "-kaja" skills, as long as you have strong single-target attacks and all-Heal spells you'll be okay. As the battle goes on the Hell Biker will use Hell Throttle to increase his actions, but if you use War Cry and Tarunda to decrease his attack power you should be able to resist the 4 consecutive Hell Exhaust.

Fiend Battle Royale Part 4 (Fixed Boss)

Location: Asakusa Terminal (p135) 🛠



At the end, you can summon whatever allies you like to get the EXP from the petrified Vir-

Fiend		hys Fire Ice	RID	RIDER			MP 1500	30		5000	
1	Phys 100			Elec 100▲	Force 100	Almry 100	Void	Void	Curse	Nove Void	Mind Void
Siells	God's B	ow,Promii	nence, Dek	aja, Drago	on Eye,Ca	ll Angel					

Divin	Phys Firm		VIRTUE				HP 400	MP 174	7. 26		EXP 256
Def	Phys 100	Fire 100	100	Elec 100	Force 150★	Almity 100	Repel	Death 150★	Corso 20	Nerven 20	Mind 20
Skills	Rakunda	, Mediarar	na , Makaro	akarn							



White Rider

The White Rider, whom you can encounter after finishing the 2nd Kalpa, is much stronger than the fiends you have fought previously. The insta-kill Expel skill God's Bow and the Divine Virtue-summoning Call Angel are a particular threat. The White Rider will start by calling reinforcements with two back-to-back Call Angel's. Then, with the support of the other two, he will begin his attacks. If you defeat the Virtues, the White Rider will use Dragon Eye to 4x

his actions and perform the summon again. To nullify the Virtue without defeating them will be a problem as well, since their Battle Status resistance is unusually high (20%). If you have all-target Force skills which are their WEAKNESS, you can do damage to White Rider at the same time as you are defeating Virtue, and also increase your side's actions. That way, you don't need to pay unnecessary attention to the Virtue.

When making your party, you'll need someone with Expel Void / Repel / Drain to protect against God's Bow. Naturally you should equip the protagonist with the Void Expel Ankh. Not just defenses, but skills are important to choose from. To lessen damage from the unblockable Prominence you'll definitely want someone with Tarunda or Sukunda (or War Cry and Fog Breath). Having Dekunda to balance the Virtue Rakunda is also useful. Then, preparing Makakarn will be perfect against the strong Phys and Almighty skills. Also, if you have an ally with Stone Gaze there is a high chance of petrifying the Virtue. If you don't destroy them then, this is a way to nullify their Heal and Support skills without the White Rider calling more.



፠lf you dodge the battle at Asakusα Terminal,there is a chance you will encounter him at Shibuya, Ginza, or Ikebukuro



The SHOCK status dealt by both Terror Blade and the Powers Guillotine will be a threat. Have Elec resistance if at all possible.

F	e e		RED	RIDE	R	75	не 4300	MP 1700	300		5000
D T	Phys 100	Fire 100	100 A	Elec Void	Force Void	Almry 100	Expel	Death	Curse	Narve Void	Mind
Skalls	Terrorblo	de, Wind	Cutter, Bol	l Storm,D	ekunda, D	ragon Eye	,Call Soldi	er			

Divin	Phys Fire 100 100		PO	WER			HP 320	MP 126	19		173
	Phys	Fire	lee	Elec	Force	Almiy	Expel	Death	Curse	Nerve	Mind
Der	100	100	100	100	100	100	Repel	150★	20	50	20
Skills	Tarukaja	, Hamaon ,	Guillofine								



Red Rider

The 2nd Horseman's attack pattern is much like the White Rider's. He'll start using Call Soldier to call in reinforcements, then on the turn after they are defeated, he'll use Dragon Eye / Summon once again. But since his skills and the demons he calls will be different, your side will need different preparations.

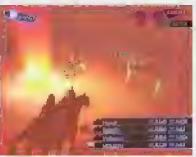
Your necessary defense is Mind resistance. The Red Rider's Terrorblade has a high chance of giving you PANIC status. In case he uses Bolt Storm to SHOCK you followed up by Terrorblade, have at least one ally with Elec Repel or Drain. For Support skills, the "-kaja" types should be enough. Red Rider will use Dekunda carefully, so weakening him will have almost no effect. Rakukaja should be enough to abate his damage for now. Also, to counter the Power's Tarukaja, Dekaja or War Cry are nice.

The best countermeasure to the Power are Death skills with as high accuracy as possible. At this level, you should be able to befriend demons with skills like Mudo, Stone Gaze and Evil Gaze. The best option is Stone Gaze, as with the White Rider. You can also use Mamudo if you fused with the previouslydefeated Fiend Daisoujou, but this is dangerous since it also targets Red Rider, and you will lose 2 Press Turn Icons from his resistance. After this, the safest course of action is probably the Bright (Dark) Might and Tarukaja combination. Luckily, since the Red Rider appears in the Great Underpass of Ginza that has no random encounters, you can wait around for the proper Kagutsuchi phase to fight him.



Fiend Battle Royale Part 6 (Fixed Boss)

Location: Shinjuku Medical Complex / Annex B204 (pl13)



Without Curse resistance, the Black Rider's "Soul Divide" can put the party in a tight spot in an instant.

F	L.	В	LACK	RID	ER		нг 4600	MP 1800	30		5000
Def	Phys 100	100	Pire Drain	Elec 100▲	Force 100	Almry 100	Expel Void	Poeth	Cursa	Nerve Void	Mind Void
Skalls	Soul Divid	de, Glacía	l Blast, Me	gidola, Me	gidolaon,l	Dekaja, Dr	agon Eye,	Call Souls			

Haun	it.		LEG	ION			HP 546	MP 180	35	6	354
Def	Phys 100	100	Fire 100	El∞c	Force 100	Almry 100	E×pel 150★	Repel	Curse 20	Nerve 20	Mind 20
Skills						mpest, Ma		, ropo	20		



Black Rider

Black Rider, like the two Horsemen before him, will call in his own allies (Legion) to support him. You can fight him after you clear the Obelisk. Your first point of caution in this battle is Soul Divide. This Curse-property skill will cut your HP in half and deals MUTE status. Make sure all your party has Curse resistance if possible. Equip the protagonist with the Djed found in the Obelisk. Again like the Red Rider, the Black Rider will use Glacial Blast to deal FREEZE status, then focus standard

or Drain. As for your skills, you'll want things other than Phys attacks due to the Legion's Tetrakarn. Single-target Expel skills in particular are needed for clearing up the Legion without wasting your own turn actions. Since you will be around level 50 when you encounter Black Rider, allies with Violet Flash or Thunderclap shouldn't be hard to find. These are damage-based skills, so you won't have to deal with the gamble of instant death or failure. Then, to counter Black Rider's Dekaja, you'll want "-nda" Support skills (like War Cry or Fog Breath). War Cry is useful not only to help with dodging Black Rider's Almighty skills and Legion's Death skills, but also to balance against Legion's Makakaja. MP restoring items are also a necessity, since you're in for another

long battle.

attacks and the Legion's Tempest in a

series of criticals. This is more of a

concern than his Death attacks, so on

top of Curse resistance, you'll want

party members with either Ice Repel





Defend against strong Phys skills with War Cry. Even if Dante counters right away, it will take his turn to do so.

F		DA	NTE	2nd	Time	7	HP 5000	MP 3000	100	_	6XP
	Phys 100	Fire 100	Tce 100▲	Elec 100▲	Force 100	Almty 100	Expol Void	Poeth Void	Curse	Narve Vold	Mind
Skalls		Chase Evo d, Showtin		/ E & I,Re	bellion, Bu	llet Time, l	Holy Star, I	Provoke, R	ound Trip,	,	

Your reunion with Dante in the 3rd Kalpa of the Labyrinth of Amala. The fight with him is split between one that occurs during a chase event from B2F to B3F, and one that occurs on a special point on B4F.

For the chase event battle, Dante will just continuously use his Stinger attack (2 times per turn). This is an Almighty attack with the danger of causing instant death, and there is no way to avoid the instant death with defenses. However, the instant death will not take effect when used against the protagonist in this battle. Since Dante will soon run away again, there is no need to exert yourself on skills. For healing after battle, you'll

want healing items like Balm of Rising, and allies with skills like Recarm and Samrecarm.

The battle on B4F is a violent one where every turn counts. With Phys skills with high critical rates, all-target Elec, Force, and Almighty attacks, and two types of Support skills, Dante is firmly well-balanced. Dealing with Dante's Support skills will be the same as the battle in Ikebukuro (see p222): use Sukukaja to raise your dodge rate, and Dekunda to balance his Provoke.

In this battle, Dante's attack pattern will vary on 4 levels. He'll start out mainly with standard attacks and E & I, occasionally using Support skills. When his HP reach a certain point, he'll start adding Round Trip and Whirlwind to the pattern. At this time, it will be useful to have your Elec resistant allies out. When his HP get reduced again, this time he'll bring out Bullet Time and Rebellion. They're both Phys skills, but the former will occasionally deal PANIC status. This will be trouble if you don't have Mind resistance, so equip the protagonist with lyomante. If an ally gets PANIC, cure them with Sacred Water. When Dante's knocked down to 20-30% HP, he'll start using the powerful Almighty attack Showtime. This can be harsh if he uses it consecutively, but if you've been pumping up your attack power you should be able to beat him in 1-2 turns. Now you can more or less put off healing, and focus on finishing him off.



Fiend Battle Royale Part 8 (Fixed Boss)



The Logs Last Resort may damage even his allies, but Pale Rider will drain the self-destruct. Prevent this at all costs.

F	PALE RIDER						HP 5000	MP 2000	306		EXP 5000
Def	Phys 100	Fire 100	Ice Void	Elec 100▲	Force 100	Almty 100	Expel	Void	Curse	Narve Vo.d	Mind
Skalls	Pestilence	, Blight, M	abufudyne	e, Eternal R	lest, Drago	on Eye, Ca	ll Evil				

Night			L	DA			HP 414	MP 225	40		410	
	Phys	Firm	lee	Elec	Force	Almiy	Expel	Death	Curse	Nerve	Mind	
D-f	100	100	100	100	100	100	150★	Void	Void	Vo'd	20	
Sk ils	Debilitate	, Tetraja, <i>I</i>	Namudo,\	/enom Bite	e,Stone G	aze, Mamı	ıdoon, Las	t Resort, D	ormina			

Log

Pale Rider

The last of the 4 Horsemen. The Pale Rider will first use "Call Evil" to summon 2 Loa. On his next turn he'll begin a fierce combination. If you're unlucky and are FREEZEd by his Mabufudyne, the 2 Loa will lower the protagonist's abilities with Debilitate, then on the next attack Pale Rider will use Blight to critical and deal huge damage. If any allies get POISON status there, on the next turn he'll use the Almighty skill Pestilence that auto-kills any allies with POISON status. The Loa's combination of

Dormina with Eternal Rest can also be trouble. Also, if you focus even a fraction of your attacks against the Loa, they'll not only use Last Resort, but the Pale Rider will then use Dragon Eye / Call Evil to call them all back again.

Frankly, there is no perfect way to guard against this attack pattern. If you just focus on skills to defend against instant death, you'll need resistance against Curse, Mind, and Death as well. The best course of action is to give resistance against Curse and Mind, then use Support skills to take down attack power on the other attacks. At the very least, have Dekunda to counter the Fog Breath and Debilitate. You can also use Tetraja against the Death skills. But, there is only one possible ally who has all of these properties, and that is the Fiend Black Rider whom you fight before Pale Rider. Aside from Ice, the White Rider also has suitable defenses for this task. You can also use God's Bow to kill the Loa in one shot. You may need to gain a few levels, but having former tough enemies on your side isn't bad. The best cure for a Fiend is another Fiend.





The X Might strategy won't work on the Phys Repel Harlot. Fight the battle with careful choice of skills.

F		T	HE H	ARL	OT		HP 5000	MP 2000	1 € 4000	EXP 8000
Dof	Phys Repel	Fire 100	100	Elec Drain	Force 100	Almty 100	Expel	Death	THE REAL PROPERTY.	oid Void
Siells	Beast Ro	ar,Death	Lust, Mazi	odyne, Ma	kajamon,	Bolt Storm	, Dekunda	, Focus , Drag	gon Eye	

The Harlot's attack pattern is as capricious as her personality. She doesn't have one pattern, but attacks with many different skills. Generally she will alternate a regular attack and a skill for her two actions. She will occasionally use Dragon Eye to 4x her actions, then Focus to increase her attack power for each attack. But even augmented by Focus, her normal attacks arent very effective. After her HP get to 20-30% she'll use Dragon Eye to repeat Elec attacks, then Focus and repeated normal attacks on a SHOCKed character to deal criticals and kill them in a single hit. Then, since she'll use Makajamon more often, you'll have to use skills and items

to recover from MUTE (Mutudi and Dis-Mute).

For individual attacks, be careful of the Almighty all-target attack Beast Roar which simultaneously recovers 500 HP for her, and the all-target Mind attack Death Lust which deals CHARM status. You can prevent Lust with Mind resistance, but Roar can only be abated with Support skills that raise dodge or lower attack power. But since she'll counter "-nda" skills with Dekunda, Rakukaja and Sukukaja will work best.

The hardest part of the battle with The Harlot will be getting through her defenses. With Phys Repel, Elec Drain, Expel / Death / Battle Status Void, you'll need single-target Fire, Ice, and Force skills, but finding allies with the defenses listed above as well as these attacks will be tough. Like in the battle with Pale Rider, the solution is pitting Fiends against each other. The most suited to be your ally here is Red Rider, with Elec and Battle Status resistance, and the Force attack Wind Cutter. Though they have no Elec resistance, Black Rider and his Glacial Blast or White Rider and his Prominence are also good. If you can get the Fiends in your party, equip the protagonist with lyomante and just focus on keeping his HP up.





You will lose one ally to Evil Melody. Endure will not work. You'll need Samrecarm or Balm of Rising.

F		R	RUM	PETI		HP 11000	MP 5000	400		EXP 8000	
D.	Phy*	Fire 100	100▲	Elec 100▲	Force 100	Almry 100	Expel	Peath	Curse	Narve Vold	Mind
Skalls	Evil Melo	ody, Holy	Melody, Me	aragidyne,	Mabufudy	ne, Mazio	dyne, Maz	andyne, Me	egidolaon,	, Makakajo	, Dekaja

Whether or not you're collecting the Candelabrum, the Trumpeter will be a dangerous encounter. He doesn't have any especially bad insta-kill or battle status skills, so you might underestimate him, but the Trumpeter's two exclusive skills, Evil Melody and Holy Melody will make this an exceptionally hard battle.

Holy Melody totally recovers the HP and MP of the member of the enemy party with the least HP (compared to their max), and Evil Melody will instantly kill the member of the protagonist's party who has lost the most HP. In this battle, regulating the HP of both parties will

be an important point.

On the first turn, Trumpeter will preemptively use Holy Melody. Then, he will announce the use of Melodies for eight turns and use it on the 8th turn, then randomly use them every four turns after that. If all allies have full HP he will use Evil Melody to randomly choose a member of your party, including the protagonist, to insta-kill. It's cruel, but in order to dodge this you'll need allies who you don't care about dying. In order to keep the sacrificial character at low HP, you'll need Heal skills that work on a single target, like Diarama and Dia (or items like Life Stone and Medicine). Then, by lowering the Trumpeter's attack power with things like War Cry, maintaining remaining HP will be simple. Just get 1 character's HP to around 25% (HP display yellow), and the other allies will be safe, and the Trumpeter won't be using Holy Melody to heal himself.

A concrete battle plan is to monitor the Kagutsuchi phase and equip each ally with Bright (Dark) Might. Using the HP monitoring method detailed above, use Rakunda and Sukunda skills to keep dealing criticals. When Trumpeter is around 30% HP, stop attacking and wait for the Melody to kill an ally, or if he heals, press your final attacks. If you have two allies left at this time you should be able to beat him before the next Melody.



The Fly Lord Remaking the World (Fixed Boss)



The flashy Death flies skill. It will kill any allies without Death resistance. Be careful; Anti-Death won't protect you.

| BEELZEBUB | HP | Mn | T | EXTENDED | 16000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000 | 10000

Beelzebub, the Lord of the Flies, is truly the Tyrant of Tyrants. He'll typically use powerful Curse attacks, so you'll have to push your own power to fight him. His most fearful attack is the Almighty Death Flies that will insta-kill anyone without Death resistance. Because of this skill, the protagonist and allies will all want to have Void Death or better resistance. Furthermore, he will use Dekaja and Dekunda to counter Support skills, so its important to have a high Vi stat to resist the Almighty attacks and regular attacks enhanced with Focus. Have as high level allies as possible; raising the protagonist's level is also desirable.

Regarding attack pattern, Beelzebub's is relatively simple. He'll repeat powerful all-attack and regular attack skills, and if you use Support skills, he'll counter it with Dekaja or Dekunda. Other than Death resistance, what you'll need for your party is powerful single attacks and all-Heal skills.

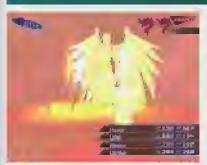
The recommended level is about 70.

Looking at Beelzebub's defense, the only properties that have full effect are Fire and Almighty, so selecting attack properties will be important. The X Might strategy that is usually useful against bosses will hurt you here since he only takes half damage from Phys. But there's no loss in just using the War Cry skill. You can't help that Beelzebub will counter with Dekunda when you use it, but at least this will eat up one of his actions, and on the off chance he doesn't, you can reduce the damage you take on that turn. For resistances, on top of Death resistance, Elec or Force resistance will also help the party. Beelzebub's Maziodyne and Mazandyne are both all-target attacks, so if even one ally has the proper resistance you can take away his actions. Since this promises to be a long battle or a war of attrition, don't disregard small gains like this.



Beelzebub Hy Form





The 5-hit Fire of Sinai. It can be lethal when stacked with Makakaja and Debilitate.

METATRON							HP 6000	MP 10000	100		EXP 10000
Def	Phys 50	Fire 50	100▲	Elec 50▲	Force 50	Almry 100	Expel Void	Death Void	Curse Void	Void	Mind Void
Skills		inai , Holy , Debilitate	Wrath , Mal e	namaon, N	1egidolaor	n, Tarukaja,	Makakajo	, Dekaja,			

If Beelzebub is the Tyrant of Tyrants, then Metatron is the Divine of Divine. His attacks are far fiercer than those of Beelzebub.

His most frightening move is the multi-hit Almighty Fire of Sinai. There's no instant death or battle status effects carried on it, but a single hit does so much damage that if he attacks one target with it twice it can still be unblockable certain death. He also has the strong Expel skills Holy Wrath and Mahamaon, so don't forget to give allies and the protagonist Expel resistance.

In battle, Metatron will often use a Support skill / Attack skill combination. If you use "-kaja" or "-nda" skills, he'll

definitely use Dekaja / Dekunda to counter it in one turn. In order to win through this bidding war, you first need Dekaja and Dekunda. You'll want to use skills that have two effect levels per use: War Cry, Fog Breath, and Taunt. Of these, Taunt trades a big decrease in defense for an increase in Phys attack, but Metatron's normal attacks are very weak so there's no real demerit here. Taking him down two defense levels at a time, his 50% Phys resistance will gradually become effective, and you can start using the X Might and strong criticals battle plan. Ice and Almighty skills can get through naturally, but don't do as much damage in one hit as Fire and normal attacks, so this plan is food for thought.

To make this plan more effective you need allies in your party with Phys Repel on top of Expel resistance (like the Vile Girimehkala encountered on this level, or the Fiend Harlot) in your party. With a Phys-repelling ally in your party, when Metatron does his occasional Phys combo, the damage will hurt him and the turn will go over to your side. This is a more effective strategy than using Dekaja every Press Turn Icon.



The Strongest of the Fallen, Who Opposed God (Fixed Boss)

D	-		LUC	IFER	F		HP 65535	MP 65535			EXP
bef	Phys 25	Fire 25	lce 25▲	Elec 25▲	Force 25	Almty 25	Expel	Void	Curse	Narve Void	Mind
Skalls		-	ing, Root a I Blast, Dia				ne, Megido	la, Megidol	aon,		

The ultimate demon, Lucifer. His strength is obvious from his stats. Especially his defenses, which are all 25%, including Almighty. On top of that, his attacks are fierce, and his standard single-target attack has a high critical rate and the Almighty property, so you can't block it with Phys Repel. In order to fight Lucifer at all, you'll need the Pierce skill. The protagonist can learn this from the Marogareh he gets after clearing the Labyrinth of Amala, but the only ally who has it is the Vile Girimehkala you can buy from the Shady Broker in the 5th Kalpa. Make sure to fuse a number of them so all of your allies have the Pierce skill. This Pierce skill is not just for Phys attacks, but it will also make the protagonist's Almighty Freikugel have 100% effectiveness, so this is definitely a skill you should learn.

At the start of the fight, Lucifer will open with normal attacks with Evil Gleam, Maragidyne, Mabufudyne, or Megidola stacked on. The biggest point of caution is the CHARM effect attached to Evil Gleam, but this

can be avoided with the proper defenses. Give your allies battle status resistance, and equip the Masakados Magatama if you can. You'll also want Support skills to counter and to reduce his attack power. In terms of effectiveness, War Cry and Fog Breath are best. Debilitate is great if you have it. As his HP get lower, he'll begin to use Prominence, Glacial Blast, Megidolaon, and High King. High King is an all-target attack with the BIND effect. You can't do anything about the damage taken from this, but you definitely want to defend against the BIND status. When Lucifer's HP get down to about 20-30%, he'll bring out his ultimate skill Root of Evil. This cannot be weakened with Support skills, so it will take your HP down to at least 10%. Heal immediately, and if any allies have died resummon them quickly. This will be a long fight no matter what, so have as many healing items as you can.



PUZZLE GAME WALKTHROUGH

If no matter how many times you've tried, and no matter how many hours you've played, you just can't reach your goal... and you've reached the point where you want to throw your controller against the wall whenever the Manikin kid has told you you're no good... then this section is just what you need. Here are full solutions to all the puzzles in the Asakusa Puzzle Game!

If you clear all twenty stages of the Puzzle Boy game in Asakusa you can get the Magatama Geis. The rules are simple: use Pyro Jack to push the blocks around, make a path and reach the goal. At any time, you can press the Square button and open the menu to go back one step, or restart from the beginning. Here we'll tell you how to clear all the stages.



Hes already beaten all the puzzles, but theyre quite difficult.

5 T A G E F First, learn how the Blocks work and how to make a route to the goal.



- 1 Rotate Block a 90 degrees to the right.
- 2 Push Block 11 up 2 spaces.
- 3 Rotate Block 🖻 90 degrees to the left.

5 T A G E You can create new routes by dropping Blocks in holes.

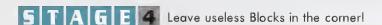


- Push Block up 1 space.
- 2 Rotate Block 🖲 90 degrees to the left.
- 3 Push Block 11 left 3 spaces, and down 1 space.
- 4 Rotate Block 🗷 90 degrees to the left.
- 5 Push Block 🕕 left 1 space, into the hole.

5 T A G E 3 Use what you learned in Stage 2 to deal with the new cross-shaped Rotating Block.



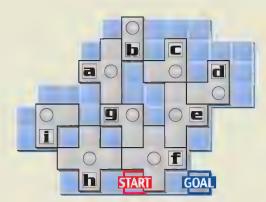
- Push Block left 2 spaces, up 1 space, left 1 space, up 1 space, then left 2 spaces.
- 2 Rotate Block 🗃 90 degrees to the left.
- 3 Push Block 11 up one space, into the hole.





- **1** Push Block
 □ left 1 space.
- 2Push Block 4 left 1 space.
- 3Push Block up 1 space.
- **4**Push Block □ up 2 spaces.
- 5Push Block 4 down 2 spaces.
- 6Rotate Block 🗷 90 degrees to the right.
- 7Rotate Block **10** 90 degrees to the left.
- 8 Rotate Block 90 degrees to the right.

5 T A G E 5 So long as Rotating Blocks 🗗 and 🗈 can turn freely, youre fine.



- 7 Rotate Block **1** 180 degrees to the left.
- 2 Rotate Block II 90 degrees to the left.
- 3 Rotate Block a 90 degrees to the left.
- **4** Rotate Block **■** 90 degrees to the right.
- 5 Rotate Block 🖬 90 degrees to the right.
- **7** Rotate Block **■** 90 degrees to the right.
- 8 Rotate Block 90 degrees to the left.
- Potate Block
 © 90 degrees to the right.
- 10 Rotate Block 🖪 180 degrees to the right.
- 11 Rotate Block 1 90 degrees to the right.
- 12 Rotate Block 5 90 degrees to the right.
- 13 Rotate Block 9 90 degrees to the right.
- 14 Rotate Block I 90 degrees to the right.
- 15 Rotate Block **h** 90 degrees to the right.
- 16 Rotate Block 1 180 degrees to the right.

5 T A G E 6 Note the hidden hole, and maintain the position of your Blocks.



- Push Block ☐ left 1 space, then down 1 space, into the hole.
- Push Block up 1 space, left 2 spaces, then going around from the top push it right 1 space.
- 3 Rotate Block 🖻 90 degrees to the right.
- 4 Push Block El left 2 spaces.
- 5 Rotate Block 🖻 90 degrees to the right.
- 6 Push Block ☐ left 1 space, then down 2 spaces, into the hole.





- Rotate Block 90 degrees to the left, then rotate Block 180 degrees to the right.
- 2 Push Block 🚺 left 2 spaces, then down 4 spaces.
- 3 Rotate Block 🗷 90 degrees to the left.
- 4 Push Block 🚺 left 2 spaces, into the hole.

5 T A G E 18 Its important to use the lower open space well!



- 1 Push Block 4 left 2 spaces, then down 1 space.
- 2 Push Block 🔁 up 1 space.
- 3 Push Block El left 2 spaces, then down 2 spaces.
- 4 Push Block 🗖 right 2 spaces, then down 1 space.
- 5 Push Block down 2 spaces, then right 7 spaces.
- Push Block up 1 space, then left 3 spaces.
- Push Block E left 1 space, up 1 space, left 2 spaces, then up 4 spaces, into the hole.
- 8 Push Block 🔟 up 1 space.
- Push Block up 3 spaces, right 3 spaces, up 2 spaces, then left 1 space, into the hole.

5 T A G E 9 If you make keeping the route for Block 1 your top priority, youll be fine.



- 7 Rotate Block right 90 degrees, then turn Rotating Block ■ left 90 degrees.
- 2 Rotate Block In right 90 degrees, then rotate around below and turn it left 90 degrees.
- 3 Push Block □ up 1 space, then rotate around right and push it 2 spaces to the left.
- 4 Rotate Block **19** 90 degrees to the right.
- 5 Push Block 🚺 down 4 spaces.
- 6 Rotate Block 🗷 left 90 degrees.
- 7 Push Block 11 left 1 space, into the hole.





- 7 Rotate Block **5** 90 degrees to the left.
- 2 Push Block 🔁 left 2 spaces, then down 6 spaces.
- 3 Rotate Block 🖻 90 degrees to the right.
- 4 Push Block ☐ left 1 space, then down 2 spaces, into the hole.
- 5 Push Block 4 left 2 spaces.
- 7 Push Block 4 down 5 spaces, into the hole.
- 8 Push Block 1 right 3 spaces, down 8 spaces, and right 1 space, into the hole.
- Protate Block It left 180 degrees, then turn Rotating Block b right 90 degrees.
- 10 Push Block 🗗 up 1 space.
- 11 Push Block 5 down 1 space, then right 4 spaces.
- 12 Rotate around to the right, and push Block for down 4 spaces, then right 1 space, into the hole.
- 13 Rotate Block **5** 90 degrees to the left.
- 14 Rotate Block @ 90 degrees to the right, then rotate Block @ 90 degrees to the right.
- 15 Push Block 🗈 left one space, then down 3 spaces.
- 16 Rotate Block d 90 degrees to the left.
- 17 Push Block Eleft 2 spaces, down 4 spaces, and then left 3 spaces, into the hole.

5 T A G E III fill the holes furthest away from the goal first.



- 1 Push Block 🔁 up 1 space.
- 2 Rotate Block 🖻 90 degrees to the right.
- 3 Rotate Block \blacksquare 180 degrees to the left.
- 4 Rotate Block 90 degrees to the left, then going around from the top turn it 90 degrees to the right.

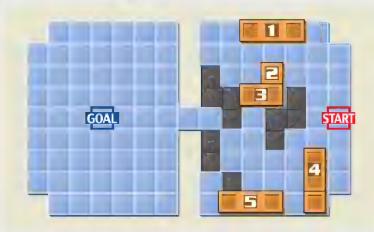
 Going around from the top again, turn it another 90 degrees to the right.
- 5 Push Block 🚺 left 3 spaces, into the hole.
- 6 Rotate Block a 180 degrees to the right.
- 7 Push Block 🔁 down 1 space, then left 3 spaces.
- 8 Rotate Block 🗷 90 degrees to the right.
- 9 Push Block 🔁 down 1 space.
- 10 Rotate Block **5** 90 degrees to the right.
- 11 Rotate Block 🖻 90 degrees to the left.
- 12 Push Block 🔁 left 3 spaces, into the hole.

5 T A G E E Switch the places of the 3 Blocks carefully, drop them in the holes and go to the goall



- Push Block down 2 spaces.
- 2 Push Block 🗉 right 3 spaces.
- 3 Push Block 1 left 2 spaces, down 3 spaces, then rotate around the bottom-right side and push it right 1 space.
- 4 Push Block □ up 1 space, then left 3 spaces.
- 5 Push Block down 2 spaces.
- 6 Push Block 🚺 right 3 spaces.
- 7 Push Block 🔁 up 1 space.
- 8 Push Block up 1 space, then left 2 spaces.
- Push Block I down 3 spaces, then left 1 space, into the hole.

5 T A G E 13 The key to getting the goal is handling Block 1.



- Push Block left 1 space.
- 2 Push Block 🗉 down 1 space.
- 3 Push Block ☐ up 1 space, right 2 spaces, and then down 1 space.
- 4 Push Block 11 right 2 spaces.
- 5 Push Block

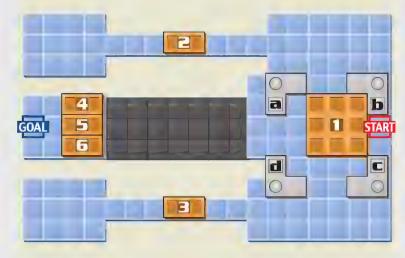
 up 3 spaces, then rotate around below and push it left 2 spaces, then down 1 space.
- 6 Push Block □ up 1 space, then left 4 spaces, rotate around top and push it right 1 space, then push it down 5 spaces.
- 7 Rotate around the upper-right side, then push Block ☐ left 1 space, and finally down 1 space, into the hole.
- 8 Push Block 🖃 right 1 space.
- Push Block ☐ left 5 spaces, then up 1 space, into the hole.

5 T A G E A Look at the Blocks shapes, then drop them in all the holes.



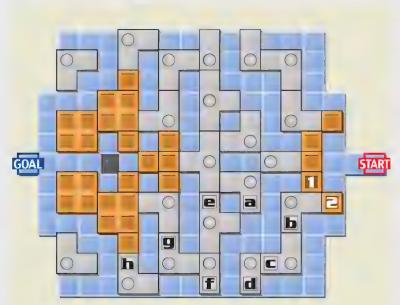
- Push Block down 2 spaces, left 1 space, up 2 spaces, left 2 spaces, down 5 spaces, up 1 space, and finally left 1 space, into the hole.
- Push Block inight 5 spaces, up 3 spaces, down 6 spaces, then lastly right 4 spaces, into the hole.
- 3 Push Block 4 left 8 spaces, then down 3 spaces, into the hole
- Push Block up 1 space, right 3 spaces, up 5 spaces, right 7 spaces, then lastly up 2 spaces, into the hole.
- 5 Push Block down 6 spaces,left 3 spaces,then down 3 spaces,into the hole.
- 6 Push Block left 3 spaces, up 5 spaces, left 3 spaces, up 4 spaces, then finally left 3 spaces, into the hole.
- Push Block 1 down 1 space, right 5 spaces, down 9 spaces, right 2 spaces, down 2 spaces, then left 1 space, into the hole.





- 7 Push Block 11 left 1 space.
- 2 Rotate Block **5** 90 degrees to the right.
- 3 Push Block 🚺 down 1 space.
- 4 Rotate Block 🗷 90 degrees to the left.
- 5 Push Block 11 right 1 space.
- 6 Rotate Block 🗖 180 degrees to the right.
- **7** Push Block left 1 space, and then down 1 space.
- Push Block left 6 spaces, then going around from the reverse side push it right 13 spaces, down 4 spaces, left 4 spaces, down 1 space, and left 1 space, into the hole.
- 9 Rotate Block 🖻 180 degrees to the right.
- 10 Rotate Block **5** 90 degrees to the left.
- 11 Rotate Block 90 degrees to the left.
- 12 Push Block II up 3 spaces.
- 13 Rotate Block 🗖 180 degrees to the left.
- Push Block left 6 spaces, then going around from the reverse side push it right 13 spaces, up 3, and then left 7 spaces, into the hole.
- 15 Rotate Block 🖪 90 degrees to the right.
- 16 Push Block 11 down 1 space.
- 17 Rotate Block **b** 90 degrees to the left.
- 18 Rotate Block 🖪 180 degrees to the right.
- 19 Push Block 🗓 right 1 space.
- 20 Rotate Block 🗷 180 degrees to the left.
- 21 Push Block 🗓 down 1 space.
- 22 Rotate Block **5** 90 degrees to the right.
- Push Block up 1 space, and then left 10 spaces, into the hole.
- 24 Push Block 4 left 2 spaces.
- 25 Push Block 🖸 left 2 spaces.
- 26 Push Block 🗗 up 1 space.

5 T A G E 6 Think carefully about the way the Rotating Blocks work.



- Push Block left 2 spaces.
- 2 Push Block 🔁 down 1 space.
- 3 Rotate Block **5** 90 degrees to the right.
- 4 Rotate Block 90 degrees to the right.
- 5 Rotate Block 🖻 90 degrees to the right.
- 6 Rotate Block 90 degrees to the right.
- **7** Rotate Block **1** 90 degrees to the left.
- 8 Rotate Block 🗖 180 degrees to the left.
- 9 Rotate Block **5** 90 degrees to the left.
- 10 Rotate Block © 90 degrees to the left.
- 11 Rotate Block 🗖 90 degrees to the right.
- 12 Rotate Block 🖻 90 degrees to the left.
- 73 Rotate Block 90 degrees to the left.





- Rotate Block left 90 degrees.
- 2 Rotate Block **b** left 180 degrees.
- 🕽 Rotate Block 🔳 left 90 degrees, then push Block 🚺 left 3 spaces.
- 4 Rotate Block 🖾 right 90 degrees, then rotate Block in right 90 degrees.
- 5 Rotate Block 🗷 right 90 degrees, then going around from the top push Block 🚺 down 4 spaces.
- 6 Rotate Block 🗷 right 180 degrees, rotate Block 🗊 left 90 degrees, then rotate Block 🗈 left 90 degrees.
- **7** Rotate Block **□** right 180 degrees, then rotate Block 盾 right 180 degrees.
- 8 Push Block 11 left 4 spaces.
- 9 Rotate Block 🖻 right 90 degrees, then rotate Block 🗖 right 90 degrees.
- 10 Going around from the top, push Block [down 2 spaces.
- 11 Create a path by rotating Block 🗖 left 90 degrees, then push Block 11 left 2 spaces, into the hole.





- Rotate Block 90 degrees to the left.
- 2 Rotate Block **b** 90 degrees to the left.
- **3** Rotate Block 90 degrees to the right.
- 4 Rotate Block 🗊 90 degrees to the right.
- 5 Rotate Block 🖭 90 degrees to the right.
- 6 Rotate Block I 90 degrees to the right.
- ▼ Rotate Block 90 degrees to the left. 8 Rotate Block 1 90 degrees to the left.
- Push Block II left two spaces.

5 T A F E 19 The key is to use the open areas in the upper right, right side, and lower left of the board.



- 1 Create a path by rotating Block 90 degrees to the right, then push Block ■ right 2 spaces, dropping it in the hole.
- 2 Push Block 🛮 down 3 spaces.
- 3 Push Block 🔁 down 4 spaces and drop it in the hole.
- 4 Going around from the lower-right, push Block three spaces up.
- 5 Push Block up 3 spaces, and then right 3 spaces.

- 8 Move Block 🖸 down 2 spaces.
- Create a path by rotating Block 90 degrees to the right, and move Block up 1 space.
- 70 Rotate around from below, and push Block left 1 space, then up 2 spaces.
- 77 Push Block El down 8 spaces, into the hole.
- 12 Create a path by pushing Block 15 right 2 spaces, then rotate Block 18 180 degrees to the left.
- 13 Create a path by rotating Block **19** 90 degrees to the left.
- 14 Rotate around from below, and push Block 5 up 3 spaces.
- 15 Create a path by rotating Block **10** 90 degrees to the left, then push Block **17** right 5 spaces, then down 6 spaces.
- **16** Create a path by rotating Block © 90 degrees to the right, then push Block **3** down 7 spaces, into the hole.
- 17 Rotate Block 🖭 90 degrees to the left.
- T8 Push Block

 □ up 1 space, right 2 spaces, then up 1 space.

- 19 Create a path by rotating Block 90 degrees to the left, then rotate Block ■ 180 degrees to the right.
- 20 Push Block right 4 spaces, then, going around from the top, push it down 5 spaces.
- 21 Create a path by rotating Block © 90 degrees to the left, then push Block 🗓 left 1 space, into the hole.
- 22 Create a path by rotating Block 90 degrees to the right, then rotate Block 180 degrees to the left.
- 23 Push Block 7 down 6 spaces.
- Create a path by rotating Block 90 degrees to the left, then push Block ☑ right 1 space, up 1 space, right 2 spaces, and then up 1 space.
- 25 Create a path by rotating Block

 90 degrees to the left, then push Block

 right 4 spaces.
- 26 Going around from the top, push Block 2 down 5 spaces.
- 27 Create a path by rotating Block © 90 degrees to the left, and push Block 2 4 spaces to the left, into the hole.

T A G E 20 The final challenge is to drop Blocks 🗉 and 🛂 into the holes!



- Push Block ☐ down 3 squares and drop it in the hole.
- 2 Rotate Block 🗷 90 degrees to the right to make a path, then push Block 7 right 1 square, into the hole.
- 3 Rotate Block 🕩 90 degrees to the left, then push Block 🔼 left 1 square.
- 4 Push Block El right 1 square.
- 5 Rotate Block **b** 90 degrees to the right, then rotate Block **d** 90 degrees to the left.
- 6 Rotate Block 🗷 90 degrees to the left to make a path, then push Block E left 1 square.
- 7 Going around from below, push Block 🗈 up 1 space.
- 8 Going around from the left, push Block down 5 spaces.
- 9 Rotate Block 🖿 180 degrees to the left.
- 10 Rotate Block 🖻 90 degrees to the right, then push Block 🛂 right 2 squares.
- 11 Push Block 🗉 up 1 square.
- 12 Rotate Block 🗷 90 degrees to the right to make a path, then rotate Block d 90 degrees to the right.
- 13 Push Block El left 3 squares.
- 14 Push Block 🖸 left one square, then rotate Block 🖻 90 degrees to the left.
- 15 Push Block 🖸 right one square, then rotate Block 🗷 90 degrees to the right.
- 16 Going around from above, rotate Block 🖻 90 degrees to the left to make a path, push Block 🖪 down 1 square and drop it in hole.
- 17 Push Block 🔼 left 1 square, then rotate Block 🗖 90 degrees to the left.
- 🚺 Rotate Block 🗷 90 degrees to the right, then push Block 🔼 right 1 space.
- 19 Rotate Block 🗷 90 degrees to the left to make a path, then push Block 4 down 5 squares.

- 20 Rotate Block 🗷 90 degrees to the right to make a path, then rotate Block 🖪 90 degrees to the right.
- 21 Push Block 4 left 3 spaces.
- 22 Rotate Block 🗷 90 degrees to the left to make a path, then push Block 🔼 down 2 squares, into the hole.
- 23 Push Block 🗊 left two squares.
- 24 Rotate Block **b** 90 degrees to the right.
- 25 Going around from below, rotate Block d 90 degrees to the right.
- 26 Going around from the lower right, push Block 互 left 1 square.
- 27 Going around from above, push Block 互 down one square and left 3 squares.
- 28 Rotate Block 🗷 90 degrees to the right, going around from above rotate 90 degrees to the left to make a path, push Block 5 down 3 squares, into the hole.
- 29 Push Block 🛅 right I square, then up 2 squares.
- 30 Rotate Block 🖻 90 degrees to the left to make a path, push Block 🛅 left 4 squares.
- 31 Going around from above, push Block 🙃 down 1 square and left 3 squares.
- 32 Rotate Block 🗷 90 degrees to the right, then going around from above rotate it 90 degrees to the left to make a path, push Block 🛅 down 4 squares, into the hole.
- 33 Rotate Block d 180 degrees to the left.
- 34 Rotate Block 1 90 degrees to the left.
- 35 Push Block 🔁 left 3 squares, then down 5 squares.
- 36 Rotate Block 🗷 90 degrees to the right to make a path, then push Block 🔁 left 3 squares.
- 37 Rotate Block 🖾 90 degrees to the right, then going around from above 90 degrees to the left to make a path, then push Block 🔁 down 5 squares, into the hole.

THE HISTORY OF THE HIDDEN BOSSES IN THE SHIN MEGAMI TENSEI SERIES

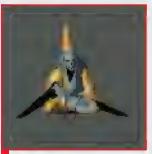


Fiend Legends

Fiends from this game



Matador



Daisoujou



Hell Biker



The Ten Fiends that steal the Candelabrums are favorites among Japanese fans of this series. Theyve been present ever since the first *Shin Megami Tensei* game, and always fill the fans hearts with terror (and fun).

In the first two Shin Megami Tensei games on the Super Famicom (the Japanese name for the Super Nintendo), as well as the remakes of those games on the PlayStation, the Fiends had no real impact on the plot. Instead, they were especially powerful enemies that appeared suddenly to attack the player. They only showed up at specific points in specific dungeons, and the chance theyd appear was a mere 1 in 256 (0.039%). Considering their rarity, it wasnt unusual for a player to never see any of them. Some unlucky players tried more than a thousand times to get the Fiends to appear, without success.

Additionally, the places where the Fiends appeared were kept secret; they werent even allowed to be printed in official guides to the games. The rumors I found one in X dungeon! and It beat me to a pulp! started to spread.

The Fiends were extremely powerful enemies, and in addition, they dropped extremely powerful weapons, on the level of *Nocturn*es Soul-Return, so many people sought them out.

There are more types of Fiends in Nocturne than in previous games in the series, and youll see the same message here as you did before you fought the Fiends in previous games. Matador, Daisoujou, Hell Biker (known as Hells Angel in SMTII), and Pale Rider all make return appearances from past SMTs, and theyre much easier to find in Nocturne. They arent as tough as they were in past games, but theyre still quite capable of wiping out your party if youre not careful. If youre interested, details on each of the Fiends can be found on page 383.

From previous games



Matador [SMTII]



Daisoujou [SMTI]



Hel's Angel [SMTII]



Pale Rider [SMTI]

@ATLUS 1992,2001 @ATLUS 1994,2002

WARP ZONE GUIDE

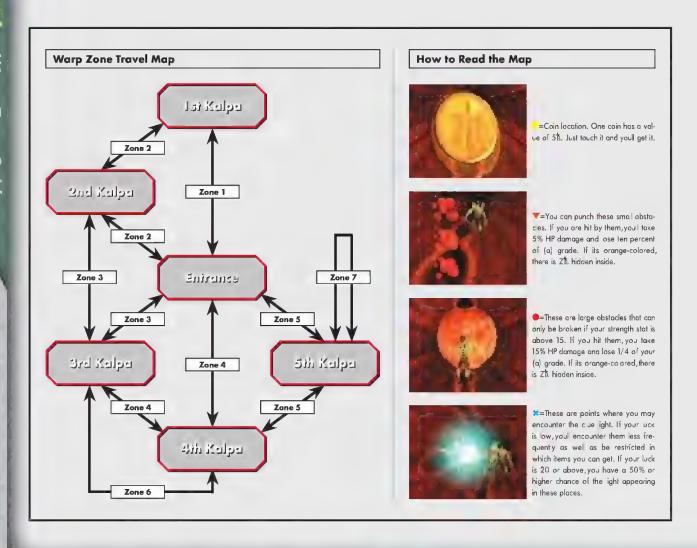
Bound to the entrance of every Kalpa in the Labyrinth of Amala is the mysterious Warp Zone. It's mainly used as a means to get from one place to another, but there's secrets and bonuses abound as well. Here, we'll give you the full details.

There are 7 Warp Zones in total. They play out in classic action-game style: Avoid obstacles and collect the coins $(5\frac{\pi}{L})$ while proceeding along. The Zone scrolls automatically, and you use the D-pad or the L3 stick for control. You can also press O to punch. If you punch, you can destroy obstacles. However, you cannot punch rapidly. Your movement speed and punch strength are dependent on your Speed and Strength, respectively.

Also, if you throw a punch in certain places $(Z\hbar)$, you can find hidden coins. By punching these hidden obstacles $(Z\hbar)$, you can reveal the coins concealed within. These differ from regular coins in that one of these has a variable value $(100\hbar)$. Also, if you collect

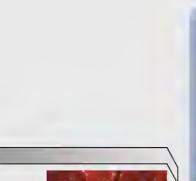
many of these in succession, the value multiplies. For example, if you collect 5, the value goes from 100 all the way up to 1600! Youd get 3100th in total. You don't want to miss any!

One more thing if you see a blue light, youve qualified to receive the stages special item. For example, in Zone 7 you can get a Lucky Ticket. If your Luck stat is high, the light will appear more frequently. As the protagonist gains more experience, traversing the Warp Zones becomes easier, so if youre having problems, try coming back when youre at a higher level.



Warp Zone

Coins: 31 (155 \hbar) Available Z \hbar : 3 (700 \hbar) Item Collection Hotspots: 2 Items: Medicine, Life Stone, Chakra Drop (*Items listed by rate of appearance frequency)



If your luck stat is poor, youll have same problems. Think and act quickly.

If there are two large obstacles, wait until you have an opportunity to pass in between them. Youll find a coin waiting there for you at the end. A sequence of 3 large obstacles will have a Z coin sitting right after it, so keep your eyes peeled.



Getting out your punches quicker is an important point. You should learn the timing of their intervals.

Along the left wall youll run into a series of three small obstacles. If you destroy the lowermost, youll get a Z Coin. On this map, Z Coins are all inside small obstacles, so its OK if your level is low. Just watch your movements.

C

If you miss an item, you may become confused and want to run back to grab it. Up next is another coin.



On the right, youll see the coins forming a slight curve. If your luck is low, they may shift over to the left side so suddenly that you wont be able to grab them all in succession. Theres a blue light area coming up soon, so dont miss that, either.



Try to break all the obstacles along the left side of the screen.

Here, youll find a sequence of 4 small obstacles. You can easily pass by all 4 safely, but you should veer left after the third. The final has a Z^{\uparrow}_{th} hidden inside it. Make sure your timing is right!

Norp Zone 2

Amount of coins: 93 (465th) Zth available: 5 (3100th) Item Collection Hotspots: 2 Available items: Dis-Poison, Dis-Stun, Sacred Water, Dis-Mute, Dis-Charm.





Immediately after starting, you should punch the obstacles on the left and right to get the hidden coins.

If you smash them at just the right point, youll get Zħ. Up until now, you havent needed that much movement, but if you arent on your toes you could miss out on some Z coins.





Once youve gat your rhythm going, you can get through these three obstacles without being hurt at all.

To get the coins amongst these 3 small obstacles, move right, then center, then right again in perfect tempo. If your luck stat isnt good, this could be tough going.



If youre not using the L3 stick to maneuver here, this is tough going. Maybe you D-pad power folks might want to consider switching for

The coins form a line in this area where the large obstacles gather. They have a slight curve towards the bottom. Be quick in grabbing them, or else you may be on a collision course.





Along this side youll find an obstacle. Avoiding it can be tough, so try and destroy it with a flurry of punches.

At the end of this succession of small obstacles, youll find a Zħ. Look toward the lower right. From this spot, its easy to continue your consecutive coin collecting.





Debris from destroying obstacles can impede your vision. Dont let the location of this coin clouded up.

Theres a sequence of several spinning obstacles in this area. If youre coin collecting, its easy to crash into the second. To avoid it, its best to destroy it by punching. The others should be easy to avoid.

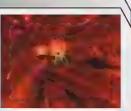




These obstacles want hit you is you follow the coins. Make your movements well.

This spinning obstacle hides another that carries a Z coin. If youre collecting regular coins, the spinning obstacle is a big nuisance, and youll probably want to destroy it. The moment you stop it, youll see a sign of this obstacles appearance.

If you see the obstacle coming at you at the end of the curve, it's too late to avoid it! Anticipate and dodge well ahead of time.



At this point there's a slight curve to the left. Be careful! Large objects appear without warning. The first one from the left side conceals a Z coin within. But don't forget - if your strength isn't at 15 or above, there's no way you can get it. Also, immediately following it is another obstacle. Get back to slightly below center as quickly as possible.





If you press down either too much or two little, navigating through curves can be tough. Practice from early on.

A line of coins near obstacles (similar to that in Point C) is found here. They form a spiral from below to the upper left. To make it easier, try flying in a clockwise motion. But be patient if you hurry, you're bound to smash into something.

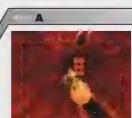


When the screen goes white after grabbing the Z coin in this obstacle, you've the goal!

At the end of the coin trail and right before the goal lies the final Zħ. You'll likely be off to the right side collecting coins, so return to center quickly. As you head back towards center, throw punches repeatedly.

Warp Zone 3

Amount of coins: 90 ($450\hbar$) $Z\hbar$ available: 6 ($6300\hbar$) Item Collection Hotspots: 2 Available items: Onyx, Turquoise, Sapphire, Coral, Aquamarine, Garnet



If you steer yourself towards the crack in the wall, you can snag a coin there.

From the start, youll need to do some well-timed steering. This is the first place in which youll come across walls blocking your path. The coins form a line, but if you try to get them normally, its easy to crash into something. Its OK to miss a couple for the sake of avoiding obstacles. Be sure to maneuver through the gaps between walls and obstacles carefully. Approach through the gaps in the area with five walls.



These coins show up in a huge lump. If you go for dead center, you will be able to grab them all.

Heres another area where the obstacles form walls. There are 6 in a row. Youll see a coin near the center, in a very tight area. Make sure youve got the timing down to grab it! Also, youll be able to grab an item along the way. It also appears towards the center. After you grab it, be prepared to dodge quickly!



If you hit one wall, youll eventually end up smashing into all of them. Youll lose both HP and to.

At the end of this Zone, youll see 9 obstacles forming a huge barricade wall. You can try to look for an opening, but its a futile effort. Youre going to have to punch your way through. Theres only one point thats not a large obstacle if you have low strength (below 15), then thats the way you've got to go. Among these obstacles is one

You can punch about 3 times, maybe 4 if you are especially rigorous. Here, youll encounter 6 consecutive barricades. If you can only punch 4 times, youre bound to crash into something, right? Well, the trick is to punch very early for the first three sets, then for the final 3, punch right as it look like you are about to collide.

Warp Zone 4

Coins: 36 (1801). Available Z1: 4 (15001). Item Collection Hotspots: 2. Items: Float Ball, Light Ball, Balm of Rising, Repulse Bell, Attract Pipe, Chakra Pot





Ah, such a pleasant feeling of travelling along the earth! Like a fresh spring day on the mountainside!

Many of the coins in Zone 4 are going to be towards the bottom. As a result, youll be spending a lot of time collecting things in the lower part of the stage. Be prepared to be pressing DOWN, DOWN/LEFT, and DOWN/RIGHT quite a bit. A lot of obstacles will come down the center, as well, as youll be forced to choose whether to go up or down. Its best to lay low.



This is the only obstacle on a high level that conceals Zħ. But if you dont return to the ground quickly, its quite dangerous.

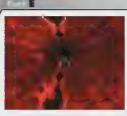
Its like youre skiing! But now this big obstacle wants to ruin your fun. It contains 3 $Z\hbar$, though, so punch it and be on your merry way.

Up until now youve been hugging the floor, but when you punch here, youll find that the path branches into upper and lower segments. Take the high road this time. Theres items to be found up here, but you might get distracted and miss them. Still, theres nothing THAT great, so its no big loss if you dont grab them.



To get the thidden in the spinning obstacle, approach from the right and time your punch.

The spinning obstacles here form various patterns. Theres just enough space for a protagonist to squeeze through, so stay centered and keep your cool. But, after collecting the items at Point C, youll find a group of 6 obstacles with one concealing Z^{\dagger} to. There are 3 objects to the right punch the one in the center. Afterwards, be wary of an obstacle floating down along the middle of the path.



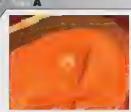
Theres lots of stuff flying around here, so moving too much is dangerous. Its best to dodge only when necessary.

This areas a mess, with obstacles all over the place. Afterwards, start hugging the ground again to collect some bonus coins.

Worp Zone 5

Total Coins: 94 (470ħ) Available Zħ: 7 (12700ħ) Item Collection hotspots: 3 Items: Medicine, Chakra Drop, Life Stone, Light Ball





The coins are spread all over the screen! But theyre blocking our view and causing trouble...

Immediately after the start, youll see many coins begin to fly out from behind the protagonist. If you keep towards the center, you can grab them all. Theres also a large obstacle with $Z_{\rm b}^{\rm L}$ in it flying around in an area where its difficult to see it. If youre playing normally, youll probably miss it. Since its hard to see, the best you can do is try to time your punch. Listen to the sound effect of the coin collection, and after the sixth tone, start punching rapidly.

B



If you start throwing a flurry of punches too when collecting the coins, you may find that your arm wont react when you need it to.

Behind this group of coins lies a trail of more coins. They start from the left, then run right, up and down. Compared to some of the other Zones, this is a cinch.

C



With all the coins here, its hard to be worried about obstacles. Do your best for a flawless collection!

Here there are some spinning obstacles in the shape of a square with one side missing. You can only dodge, and passing through the center shouldnt be a problem. Just go through the empty part to collect the coins. The openings shift in a clockwise motion. Starting from the right, move down, left, and finally up to make it through safely and get the coins in the process. The third, fifth, and seventh obstacles are square-shaped, however. Punch your way through while collecting coins and hidden $Z\hbar$.



Here youll be sandwiched amongst the obstacles. It can be a bit confusing, but its best to just keep centered.

These obstacles (also seen in Zone four) separate the path into upper and lower portions. Flying into the space before the upper path and after the lower path can be a bit disorienting; still, try and keep to the center. Just be careful of the obstacles passing left and right. The last obstacle contains hidden Zħ.

Worp Zone 6

Coins: 82 (410ħ) Available Zħ: 6 (6300ħ) Item Collection Hotspots: 2 Items: Float Ball, Light Ball, Divining Water, Tetraja Rock x2



The opening here curves to the right. Its easy to mistake your surroundings as a result. The line of coins curves from the center towards the left. Return to the center immediately following this to find an obstacle with $Z^{\frac{1}{h}}$ inside of it.



Here youll encounter a V-shaped path. No matter which side you choose, your space is cut in half. Stay in the open area to be safe.

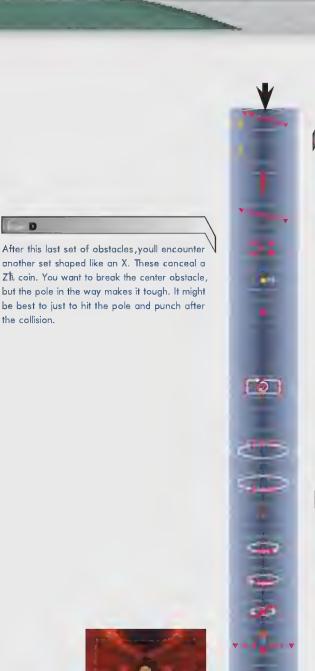
In this area, youll see a series of three pillar-like obstacles. Go ahead and try for the cains, but dont stray too far from the center of the screen. The tips of the pillars extend out quite a bit and can be dangerous! Theres lots of space to maneuver, though, so try and go through wider areas.





The area between these poles is surprisingly wide but dont let your guard down while collecting the coins.

It seems like the pillars here stand in your way at every single turn! Keep in mind, though, that the openings in these 3 pillar obstacles run symmetrically. Basic evasion techniques apply.



It looks like you cant move much here, but dodging ever-so-slightly in all directions when necessary should be OK.

There is Zt concealed in the middle of this spinning obstacle. Its not too tough to grab its the possibility of grazing against the 3 wall surfaces afterwards thats the problem. They come up suddenly, and the shock could send you reeling straight into them. There's an obstacle containing $\mathsf{Z}\hbar$ on the path,though,so dont dodge too far off or you'll miss it.



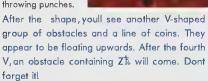
If you destroy the obstacle at the top of the 4 shape, dont be confused by the shape and go the wrong way.

Here, obstacles will start showing up in strange arrangements, with lots of strings of small obstacles towards the center. At the end of these, there will be large obstacles above and below. Think of them like 4 signs. The lower dot obstacle contains Zħ within it. Try your best to get it.

Right before you pass through the fourth V shape, start throwing punches.

D

the collision.







Worp Zone 7

Coins: 94 (4701) Available Zt: 10 (42697t) Item Collection Hotspots: 2 Items: Sapphire, Amethyst, Opal, Jade, Ruby, Emerald, Pearl, Aquamarine, Diamond, Lucky Ticket



You can hit things slightly behind you with your punch, too. Its possible to avoid this ambush.

Yaull see it right after you start a line of coins flanked by two obstacles. If you go to grab the coins, youll be ambushed from behind by yet another obstacle! If you punch at just the precise moment after you grab the coin and go through the passage, you should be able to smash it. Timing is everything!



The coins continue to flow every which way. Youll also encounter a large obstacle creeping up behind you. It shows up along the same path of the coins, and if you see it, its impossible to avoid it. Use the same timing you used at point A to crush it.



These three obstacles will be clogging things up towards the top. Its best not to mess with them.

The coins here are strewn through the 3 lines of obstacles. Their height and position varies. Some parts veer right and left, but dont let them confuse you focus on moving up and down along the center.



At this distance, its possible to break down 2 walls with your punch.

In this area, youll find the path clogged with large obstacles and wells. Make sure youve got a strong sense of timing when breaking down things. Keep in mind that you have about a 1-second delay after throwing a punch. Try and break down 2 walls in a single strike!





If you collect all the Zħ, you can get well over 40,000ħ!

From point D youll encounter several two-wall obstacle groups. Here, youll see 3-wall groups. The second group from here contains hidden Zħ. When you see the sets of obstacles in a semicircle shape, thats your cue to punch. Hit the edges of the first two, and the center of the third. With a little luck, you could be racking up some big 9999ħ bonuses!





An overwhelming wall! If you break it too fast, you might not be able to strike the obstacle behind it.

The goal lies right before your eyes! But, just before you reach it, the pipe will start to clog with waste to block the path. It doesnt matter which way you steer just punch your way through all of it. But, theres hidden Z^{\uparrow}_{L} here too. If you wait until just before you smash into the walls to start throwing a flurry of punches, youll be able to break obstacles lying behind the walls containing the hidden Z^{\uparrow}_{L} .

Collecting Z \hbar consecutively doubles the bonuses each time until you reach 9999. From then on, each one gives 9999 \hbar .



Shin Megami Tensei - Nocturne - The Official Strategy Guide

Part

3

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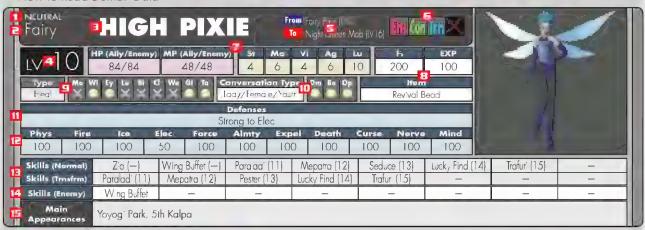
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emon Data Dem we will detail some information on those Demons.

How to Read Demon Data



L-D Attribute

Reflects that Demon's "Lifestyle." LIGHT are high beings that embrace God, and may only be encountered in the Bandou Shrine and Amala Network, revealing their true forms through fusion. NEUTRAL are beings closer to humans, that you do not only meet in combat but can also befriend by talking. DARK are beings close to darkness and Hell, and while you will encounter them, making friends will be difficult (or impossible).

Race Name

The family to which the Demon belongs. There are 33 types in all. This is important for fusions. The Corpus Manikins are an exception, and cannot be fused into allies simply when they appear as

Demon Name

That Demon's name. Opponents in fixed battles (Boss or fixed) may have the same name, but often have different stats. For information on these Demons, please see the "Fixed Battle Strategies" section (p192).

4 Level

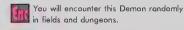
The Demon's basic level. This is their basic level when first fused, and when they appear as enemies. When you make a new demon with a fusion, this number will affect the result (see p63).

Transform Information

Information about that Demon's transformations. When you can only befriend this Demon after its transformed, its labeled with "From XXXX." The numbers in parentheses after the Demon name represents what level the original Demon needs to be to transform. Also, when that Demon can become a new one, it will be written as "To YYYY," and the number in parentheses represents what level that Demon needs to be to transform.

6 Encounter Icon

These icons represent ways in which you will meet this Demon. Each icon meaning is explained below.



You can encounter this Demon through conversation.



You can only befriend this Demon by transforming it into another type.



You can only befriend this Demon through special Fusions (p70).



Indicates that the above rules do

Basic Stats

Shows the Demon's basic statistics. There are two values for HP and MP: the ones on the left are for when they are your allies, the right for when they appear as enemies. These are only the basic values, so this can increase when they are allies through growth or fusion. Stats that appear in green are stats that will grow quickly when that Demon levels up.

Reveals what you gain when you beat that Demon in battle: Macca, Exp, and Items. Other than the items listed here, there is always a 5% chance you will receive a Life Stone, and a 1% chance you will receive a Bead.

Skill Information

Information about the Demon's skill accession. "Type' represents what types of skills that Demon can acquire most easily (see p73 for more on this). The chart next to Type represents that Demon's outward appearance, and they can only learn skills of the types for which they have in the box.

Mo	=	Mouth	Wi	=	Wing
Ey	=	Eye	Lu	=	Lunge
Bi	=	Bite	Cl	=	Claw
We	= W	eapons	Gi	=	Girl
To	=	Talk			

Also, since all Demons can learn Magic and Needle skills, they are omitted here.

10 Talk Information

Information about talking to the Demon. Conversation Type reflects the Demon's properties when you use Talk skills (p60), and is broken into Manner/Gender/Age. Dm, Be, and Op mean Demon-Initiated Conversation, Begging, and Opportunistic Conversation (see p59), and an X or O in the box represents if they will display these special properties during conversation.

Defenses

Explains that Demon's defenses (see p32). The following Defense Properties shows more detail.

Defense Property Statistics

Displays details of the Demon's defense properties. The number written represents what percent of damage the Demon will take from attacks with that property (Ex: When using an Agi attack with a basic value of 50 against a Demon with a fire value of 50, the actual damage will be halved and deal 25). Also, when there is a * next to it, that property is their WEAKNESS, when there is a A, it will take the proper damage from that attack but avoid any attached Ailments. For more information on Void Repel and Drain see p32.

13 Skills

The skills the Demon can learn. When a Demon gets different skills when they are acquired through conversation or transformation, the bar is split into two. The number in parentheses after the skill represents the level at which they acquire it, but when there is a there, it means they will have it from the start.

14 Enemy Skills

Skills the Demon can use when encountered as an enemy.

Frimary Encounter Locations

The main places the Demon can be found. 2D fields are broken up into the following:

monad and	pronon pp	mine mile remerining.
Area A	=	Shinjuku Shibuya Area
Area B	=	Ginza Yurakucho Area
Area C	=	lkebukuro Kabukicho Area
Area D	=	Asakusa Yushima Area
Area E	=	Marunouchi-Chiyoda Area
Area F	=	Sannou-Nagatacho Area
Area G	=	Marunouchi-Chiyoda Area
	lafter 1	Towar of Kaguts whi appoard

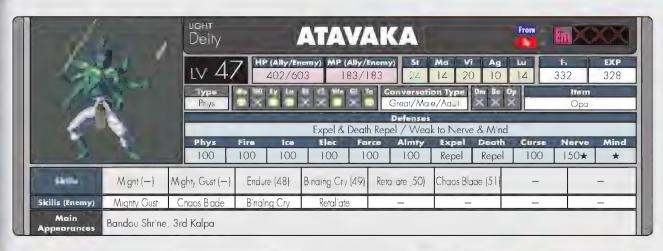
Also, even within a dungeon, there are floors on which Demons will not appear, so be careful.

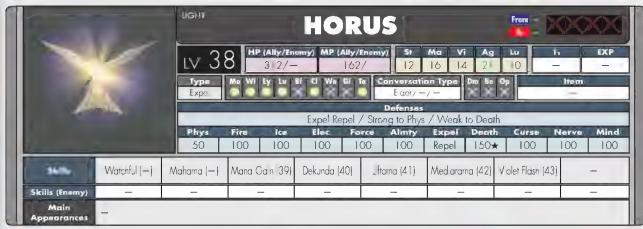




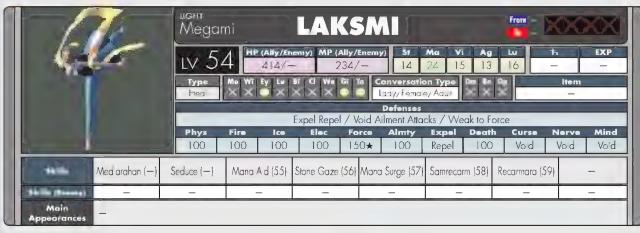






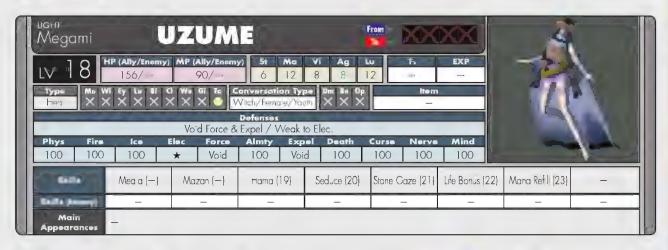


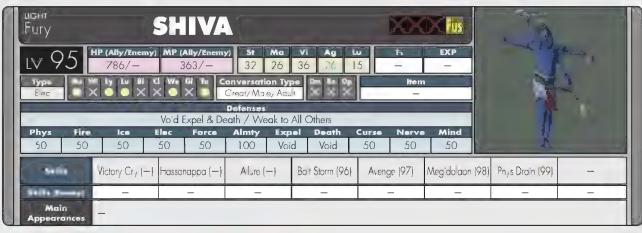




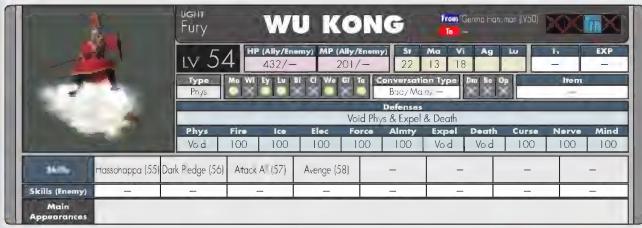


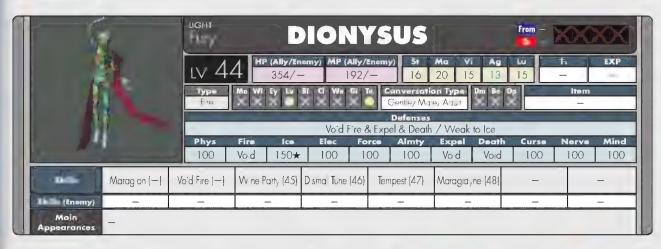


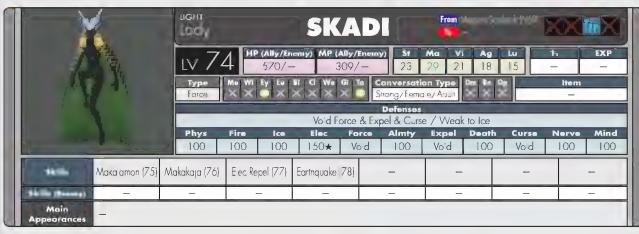














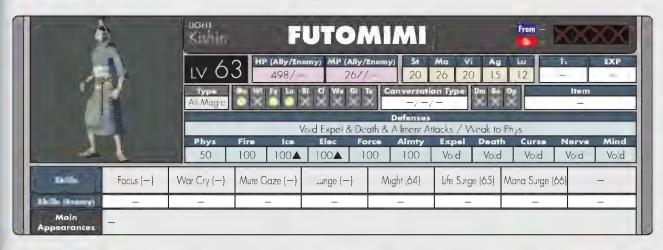














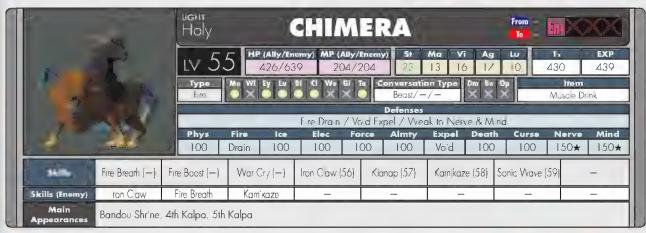












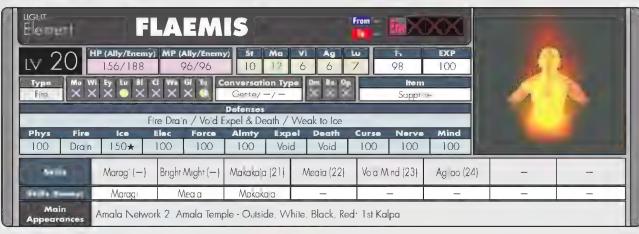


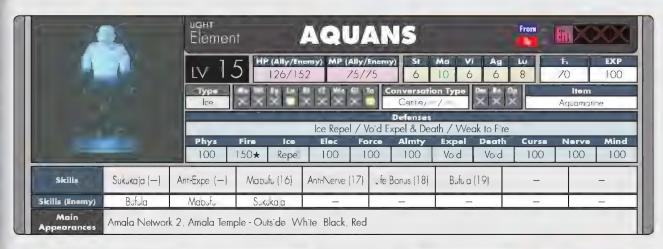


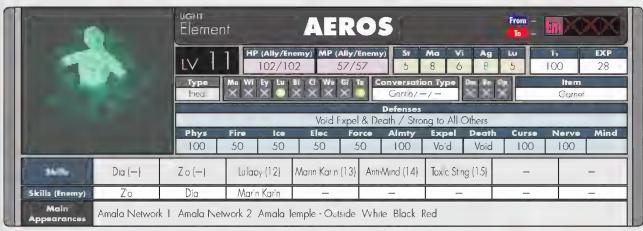


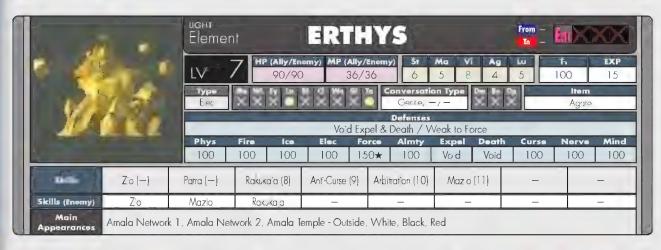


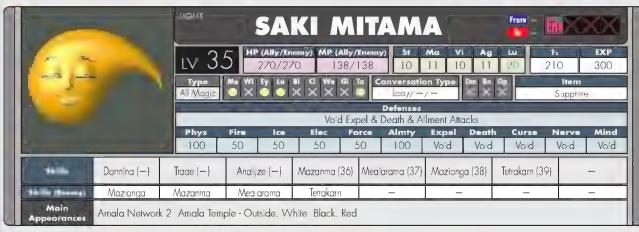


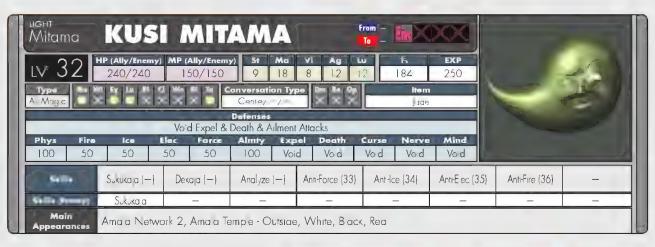


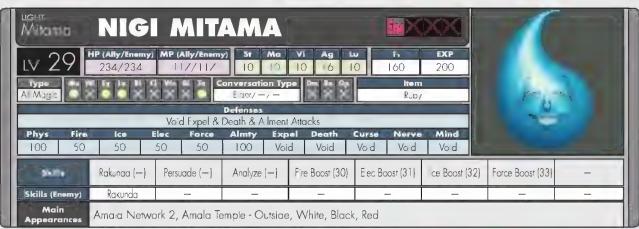


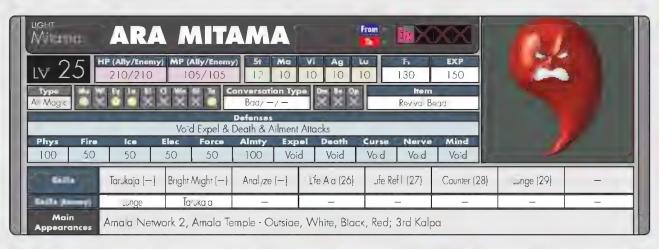








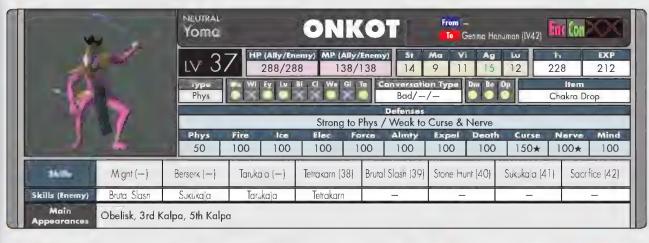


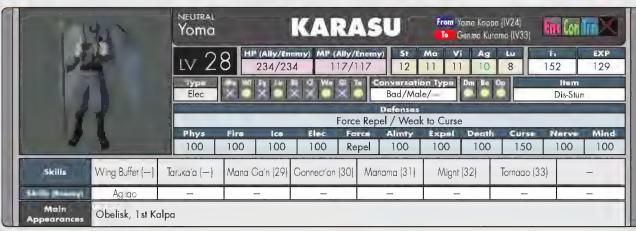










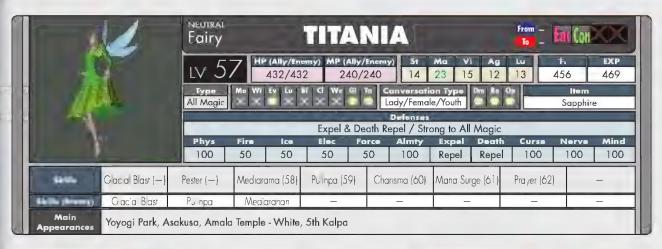






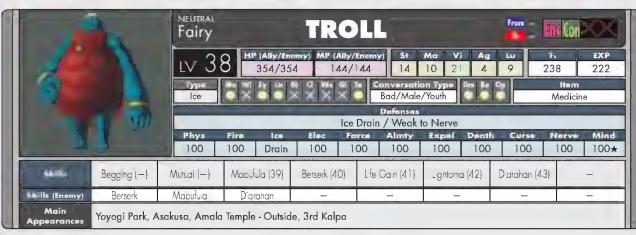


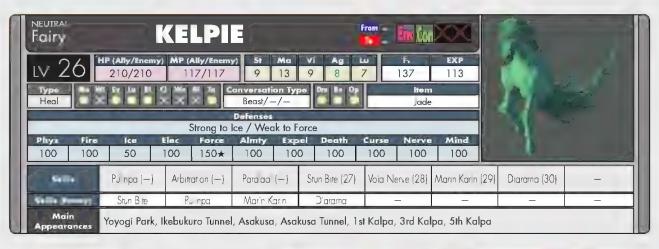




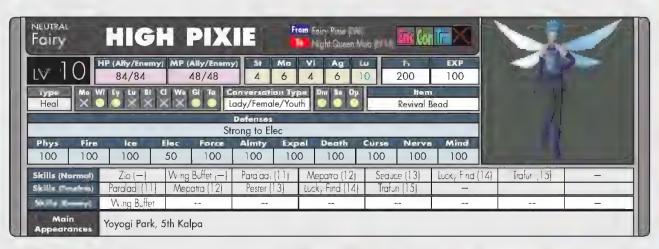




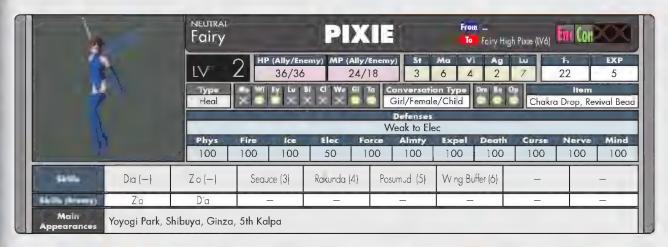












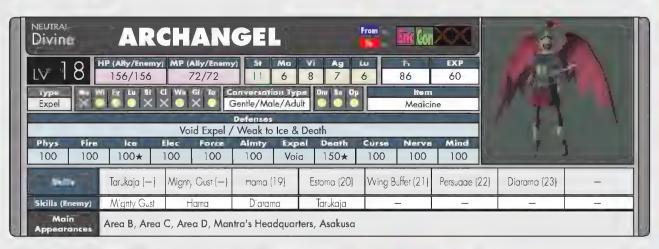




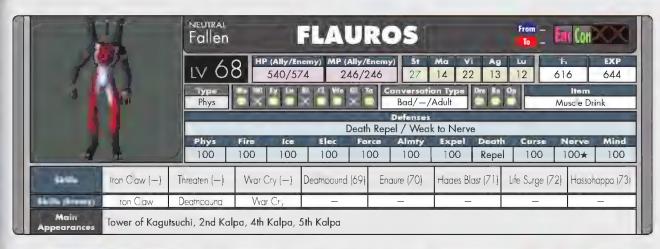




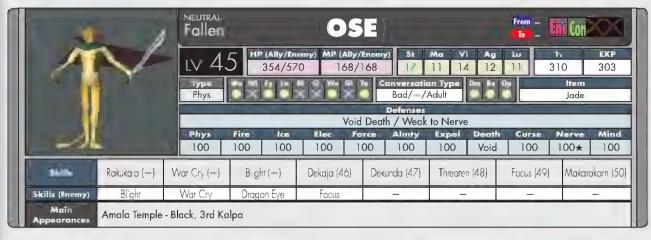






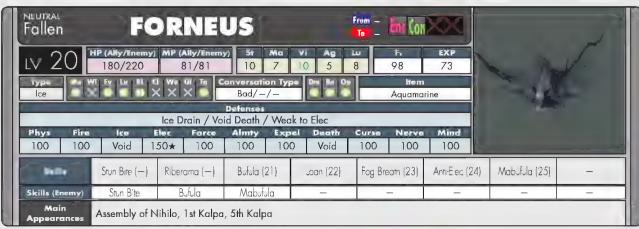






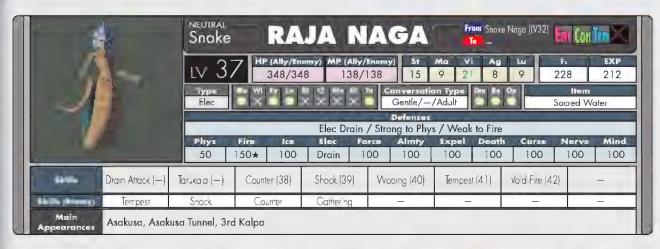






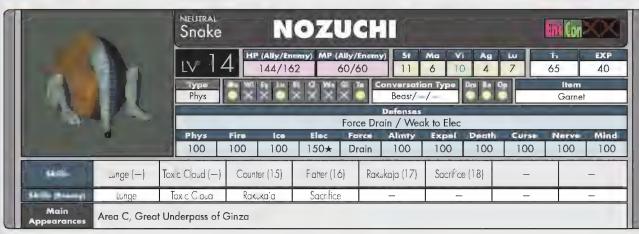


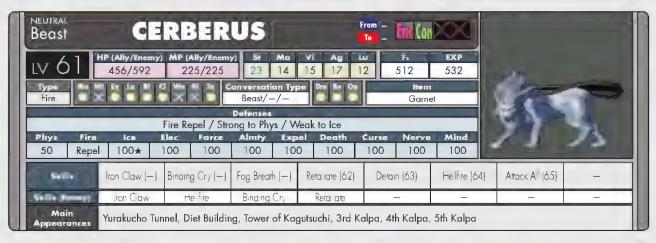


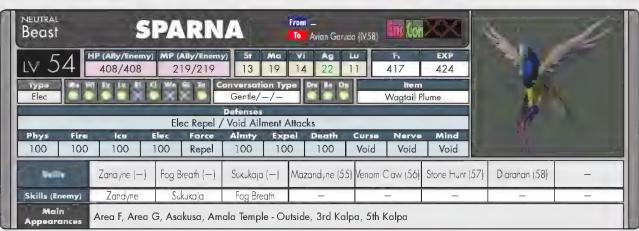








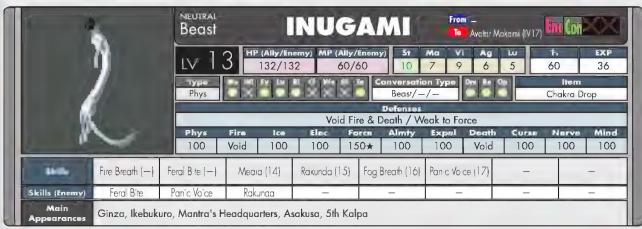




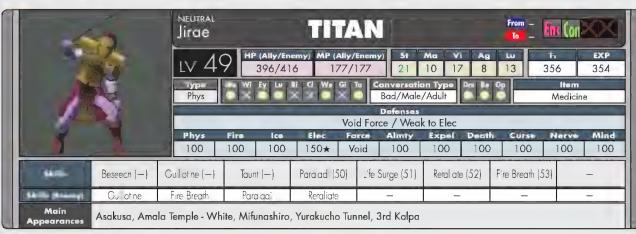




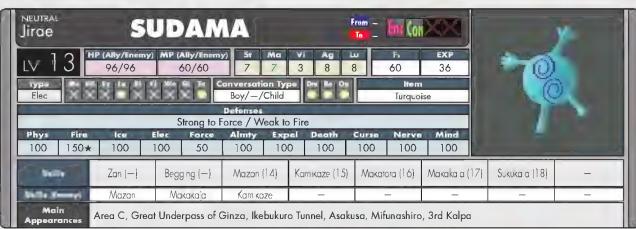








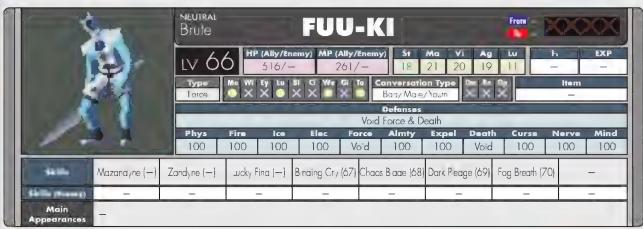


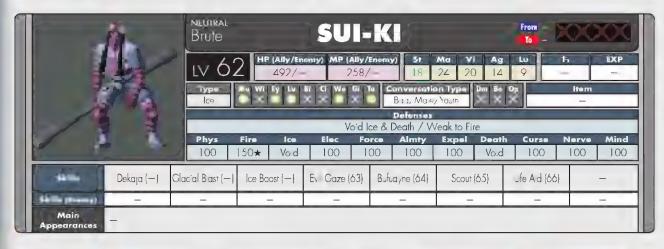










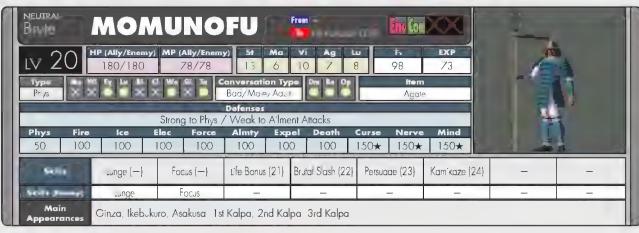






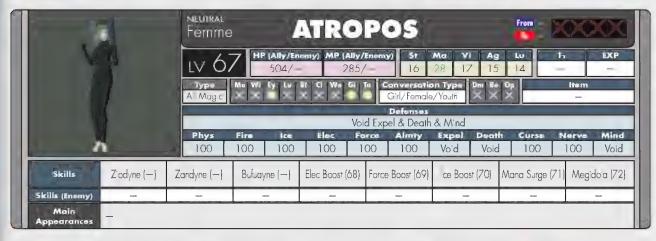


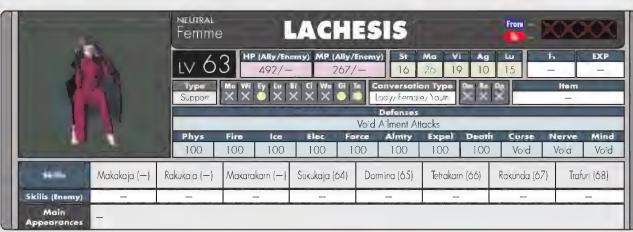








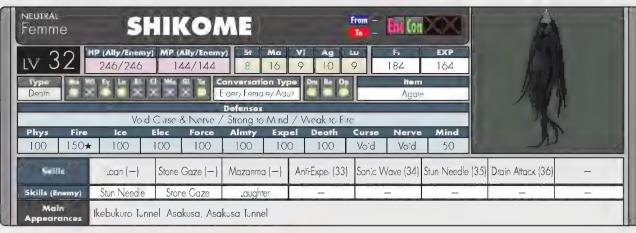




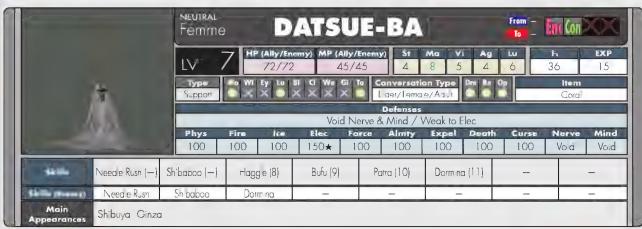




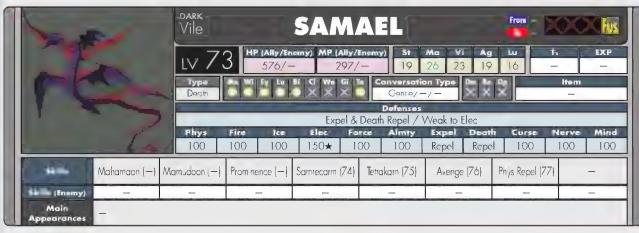








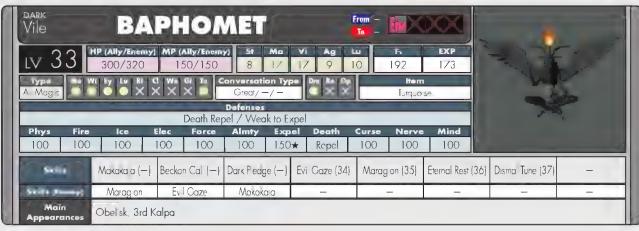


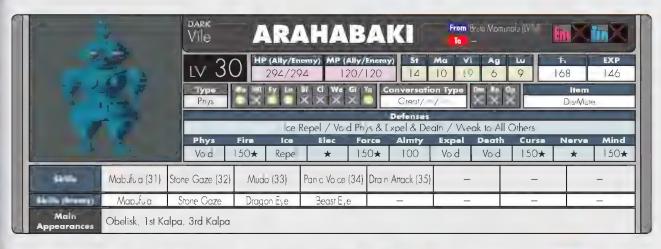




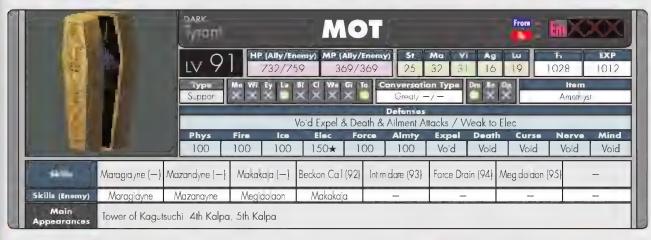












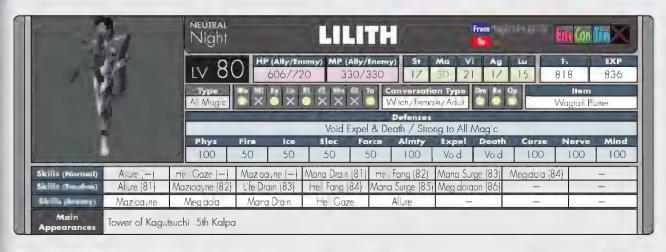














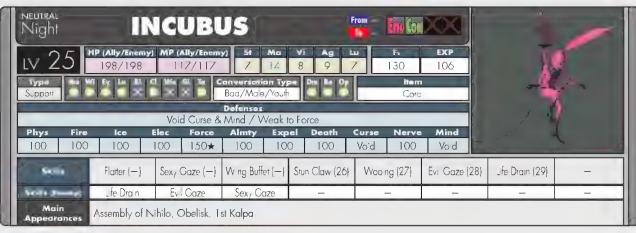






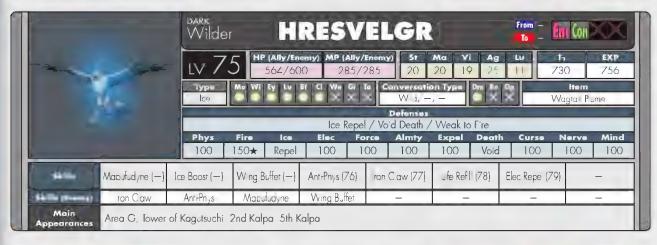






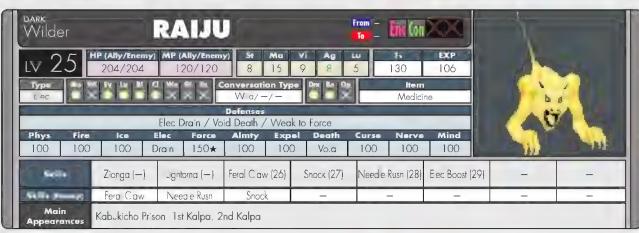
























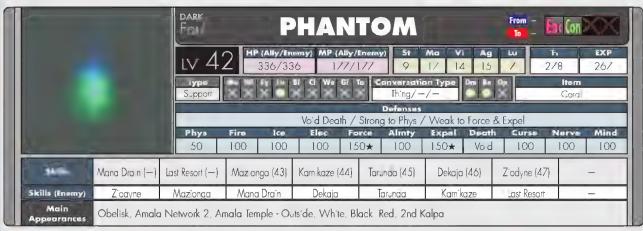




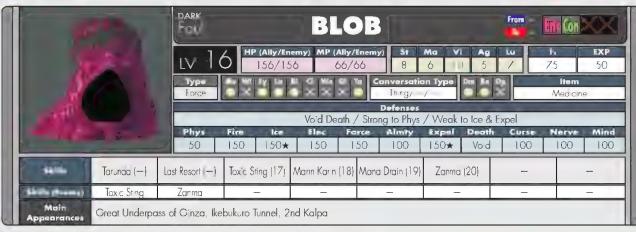














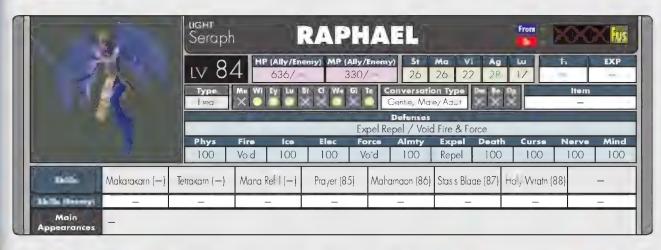


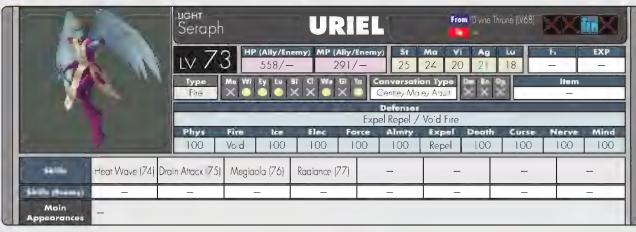








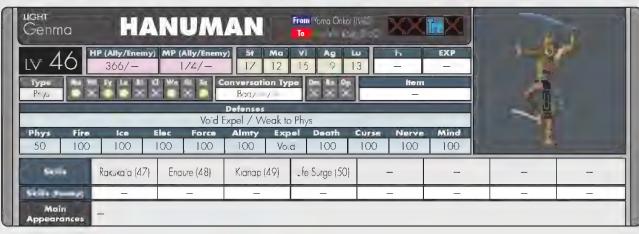


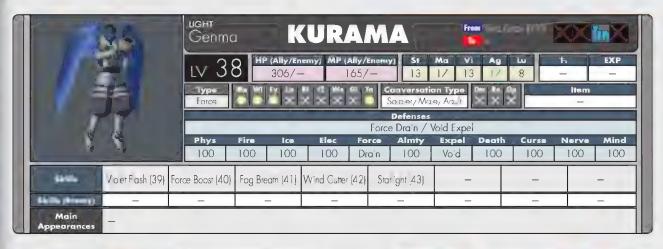


















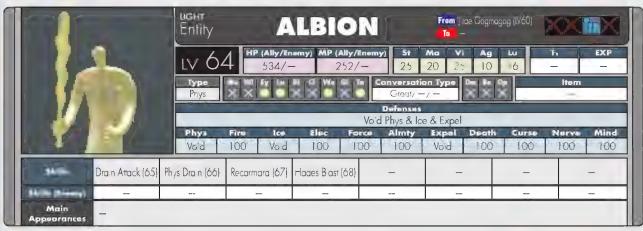




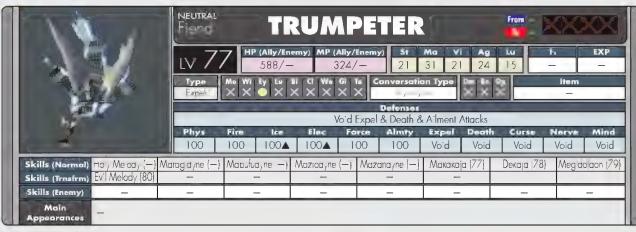






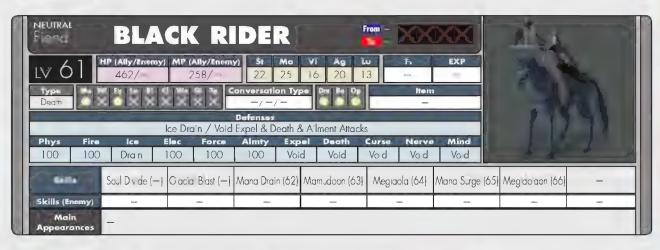


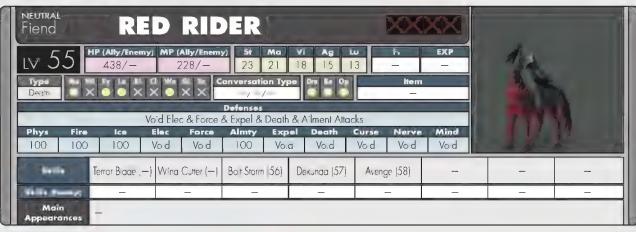


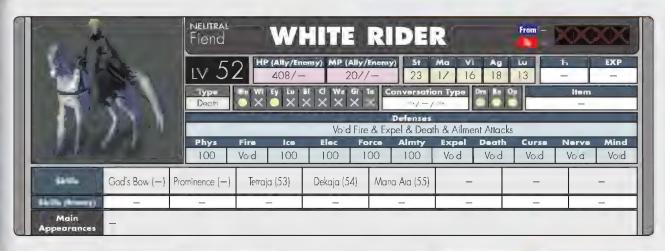






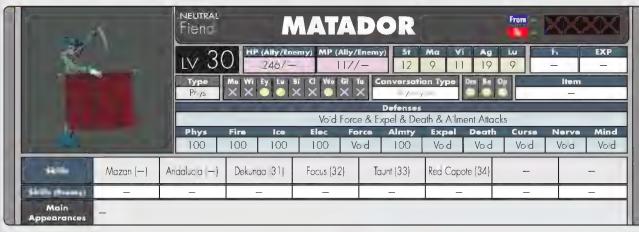


















* The Corpus Man'kins above differ in outward appearance, but are all exactly the same in level, stats, and sk'lls. However, their attack patterns will change based on where they appear.

Skill Data

There are a wide variety of skills in the game. Here these skills are broken down by category and explained.

Data Key

≡Туре

The basic type which the skill falls into. The effect type and usage type are written next to each other, and explanations of each are listed below.

●Effect Types

[Damage] Skills designed to do direct damage to their targets. The amount of damage varies depending on the user's stats and/or levels.

[fixed Damage] Does damage, but the amount dealt is a fixed amount (based on a percentage of Max HP)/rather than a variable one.

[Drain] Does damage, and at the same time refills the user's HP ,MP).

[Instant Death] Kills the target regardless of how many HP they have. Each skill has a set success rate.

[Ailment] Inflicts various Ailments on the target. There are some skills that deal damage along with the Ailments.

[HP Heal] Skills that heal HP. Many skills vary the amount of nealing based on the user's Ma level.

[MP Heal] Heals MP. Many skills heal a fixed amount of MP.

[Ailment Recovery] Cures characters afflicted with Ailments

[Revival] Bring back to life allies whose HP have been reduced to zero and returned to the Stock.

[Resist Up] Change the demon's defense type and add resistance to an element. Usually overrides a demon's pasic resistances.

[Attack Up] Skills that increase the damage of normal attacks and skill attacks.

[Weaken] Skills to reduce an enemy's abilities for the duration of the pattle.

[Strengthen] Skills to increase allies' abilities for the duration of the pattle.

[Barrier] Skills to put up temporary defensive barriers against attacks during battle.

[Summon] Skills to summon allies into the thick of battle. Similar to the protagonist's "SUMMON' command.

[Ally request] Skills to talk to the enemy and ask them to join you.

[Valuables Request] Skills to talk to the enemy and ask them for items or money.

[Item Request] Skills to talk to the enemy and ask them for items.

[Macca Request] Skills to talk to the enemy and ask them for money.

[Combat Support] Skills other than the above that aid in compat.

[Exploration Support] Skills other than the above that aid in areas other than combat.

[Conversation Support] Skills that aid in negotiations, but are not direct requests for something. Usually they are automatic-use skills.

OUsage Types

[Technique] Skills that take HP to use. Can be used when in MUTE status. Mostly they are damage skills and can deal critical hits, but run the risk of apponents using 'Counter' skills.

[Magic] Skills that take MP to use. Cannot be used when in MUTE status. When they are damage-aealing abilities, they cannot deal critical hits, but do not run the risk of being countered.

[Automatic] Skills that take effect just by naving them. There are those that require certain circumstances before they are used.

[Command] Conversation-skill only type. Used as a command for initiating conversation.

*The colored blocks by the left edge of each category of skill is a simple indicator of the Types of skills within that category. Blue blocks indicate skills used in battle, and green indicate Automaticuse skills. Purple indicates enemy-only skills which the protagonist's side cannot use.

Skill Nome

The white letters beneath the "Type" indicate the skill's name. See the "Skill Index" on p259 if you want to search for the name of a specific skill.

MP (NP)

The HP (as a percentage of the user's Max HP)/or MP required to use the skill.

Power

The base power of damage-dealing spells. The final damage dealt is actually calculated from this value and the user's statistics and/or level. In addition, two skills with the same power level will deal different amounts of damage based on the number of targets. (Skills that deal damage to all enemies deal less damage than those that target multiple enemies than those that target a single enemy.)

TRAN

The Transfer Type of the skill, indicated as "Appearance Transfer Type/Transfer difficulty' Transfer types based on element use the same element that is affiliated with the skill.

■Usage Timing

When you can use the skill. There are three types: Combat, Movement, and Anytime.

IIIFF

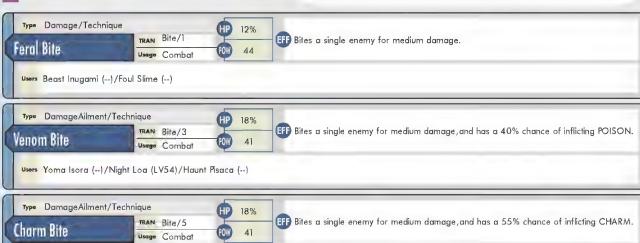
Details on the skill's effect. Specific success rates are listed here. In the case of conversation skills, times with Good and Bad effects (see p60 for details) are listed.

Users

Demons that have or can earn the skil. The leve earned is listed. If the protagonist can learn the skil, the Magatama that teaches it is isted. If a transformed demon cannot earn it or you can buy a demon from the Shady Broker with it that is a so noted. Skills that say "XX Ony" indicate that skill can only be earned by a specific demon and cannot be Transferred.

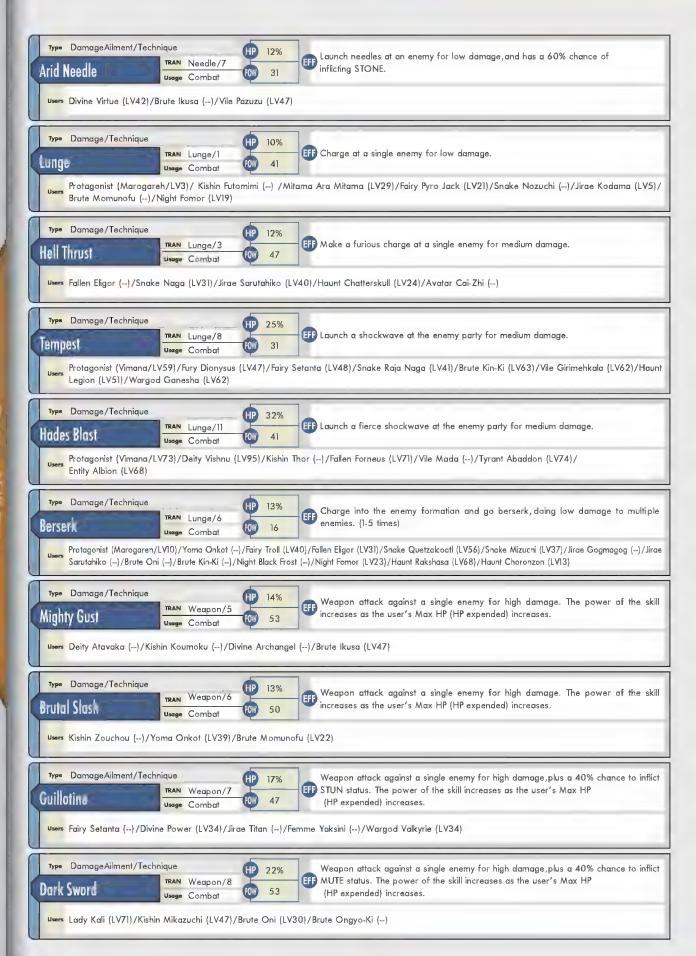
Physical Skills

Nearly all these are Technique-type. They generally are less accurate than normal attacks, but have a high rate of dealing Critical hits.



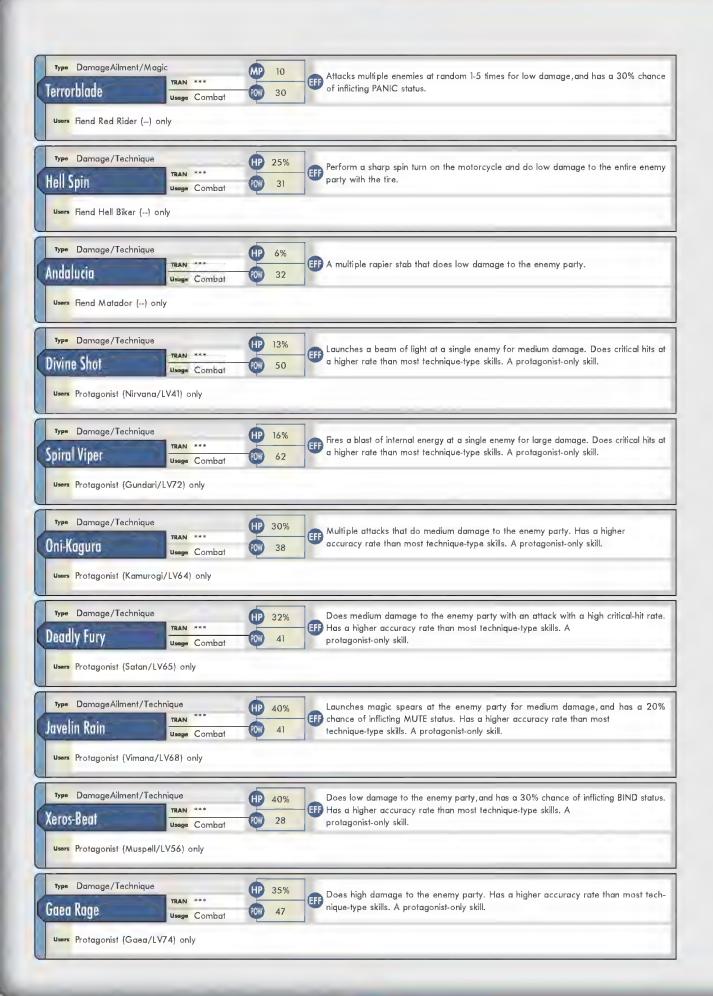












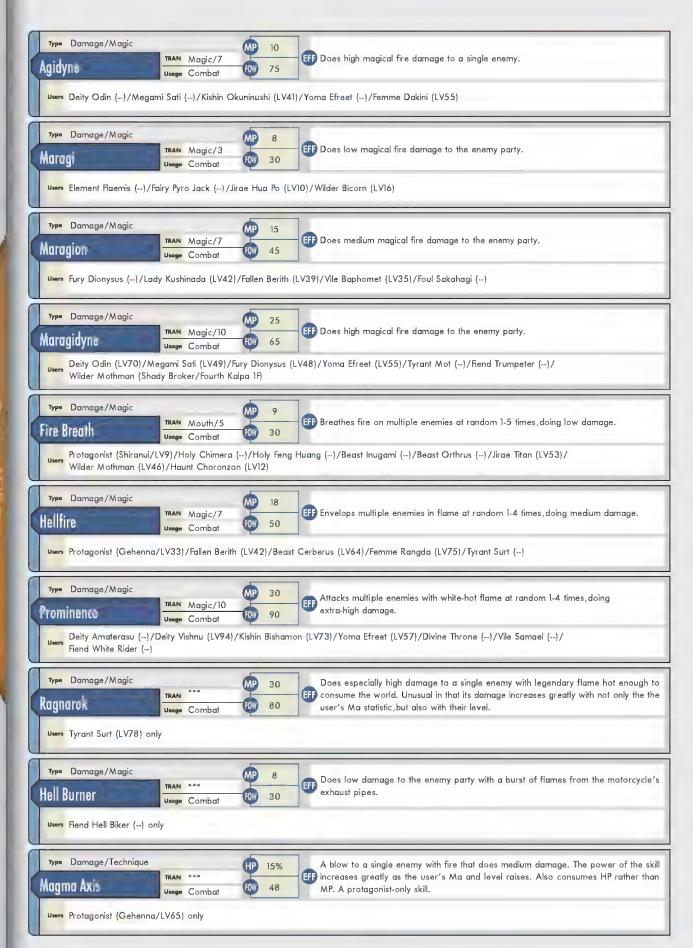




In comparison to other elemental skills, fire skills have high power for the amount of MP they take, doing more damage per MP than other types of skills.





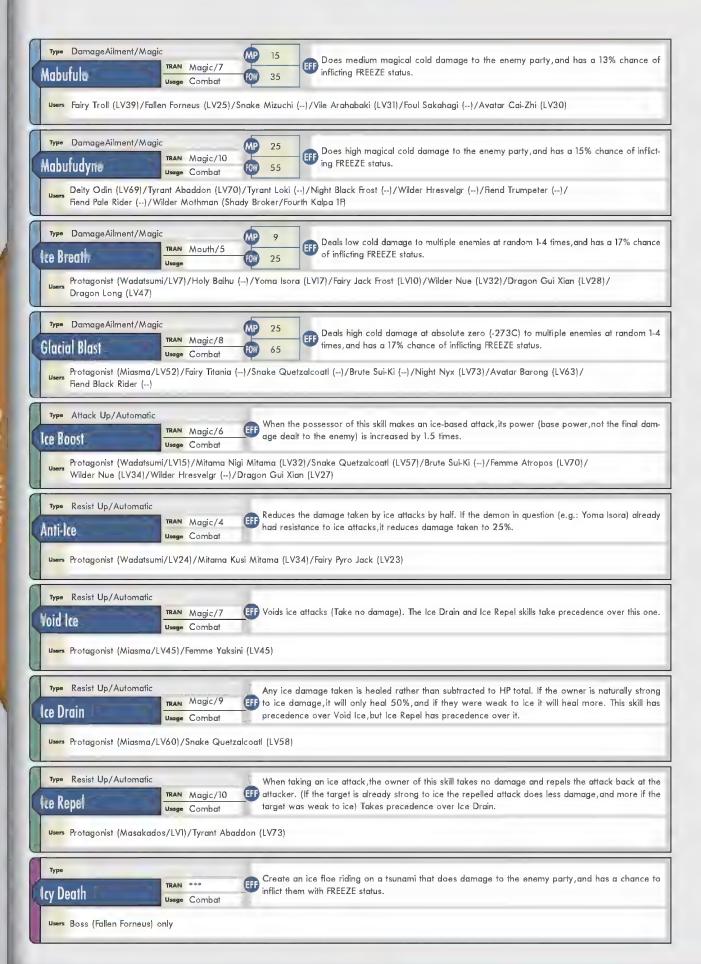






The defining trait of ice skills is that they inflict the FREEZE ailment as well as doing damage. In exchange, their power is somewhat low.





Elec Skills

Users Fiend Dante (--) only

Elec damage skills inflict SHOCK Ailment when they hit. Like Ice skills, they are of relatively low power.



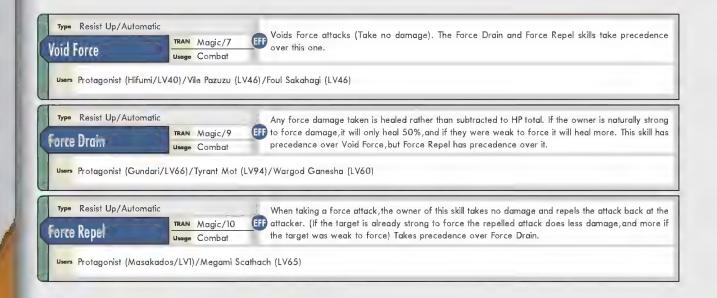


Force Skills

Force damage skills have the trait of instantly killing enemies afflicted with STONE at a high rate.







Almighty Skills

These damage skills are magic, but cannot be repelled by Makarakarn. They are useful in many situations.

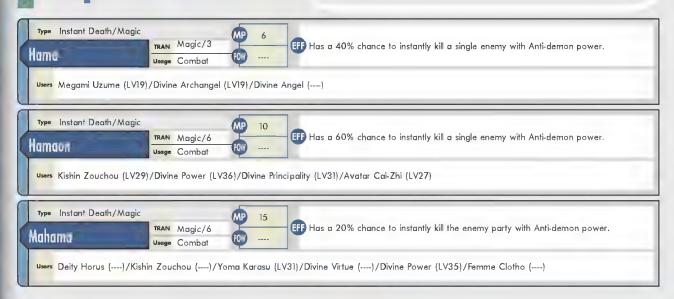






Expel Skills

Most of these are Instant Death or fixed Damage skills. Many have no effect at all with bad luck, but the chance to defeat the enemy in one blow can make the risk worth it.

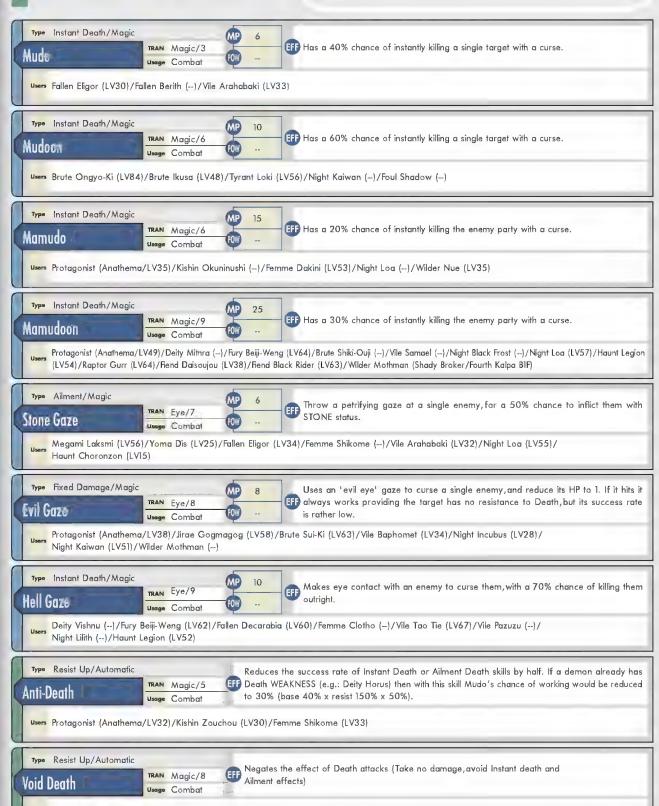




Death Skills

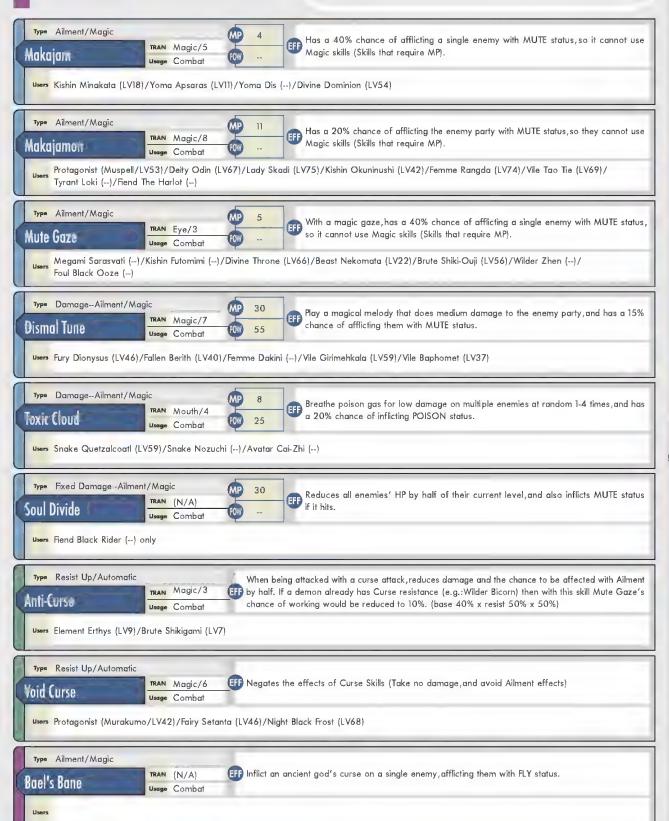
Users Protagonist (Satan/LV55)/Avatar Barong (LV64)

Like Expel skills, many Death skills instantly kill their targets. In addition, skills that cause the STONE ailment are Death-type.



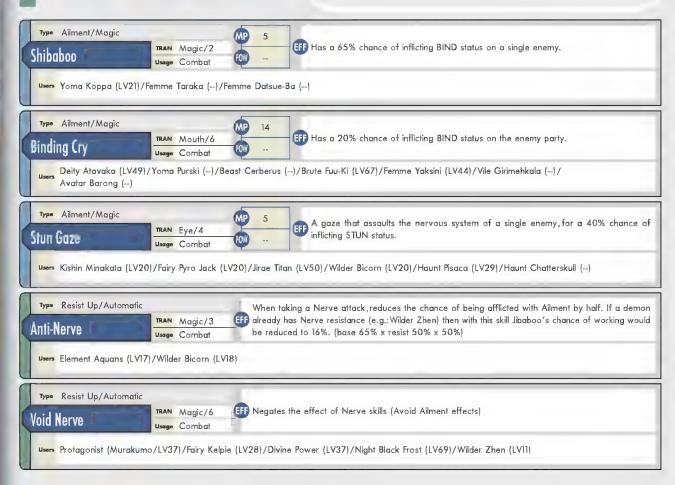
Curse Skills

These are mostly Ailment skills. The status they produce are MUTE or POISON, and their rate of success is somewhat low.



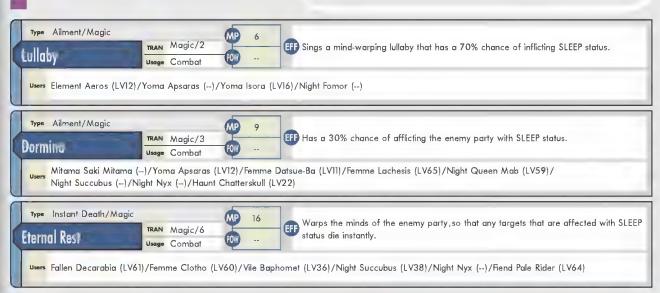
Nerve Skills

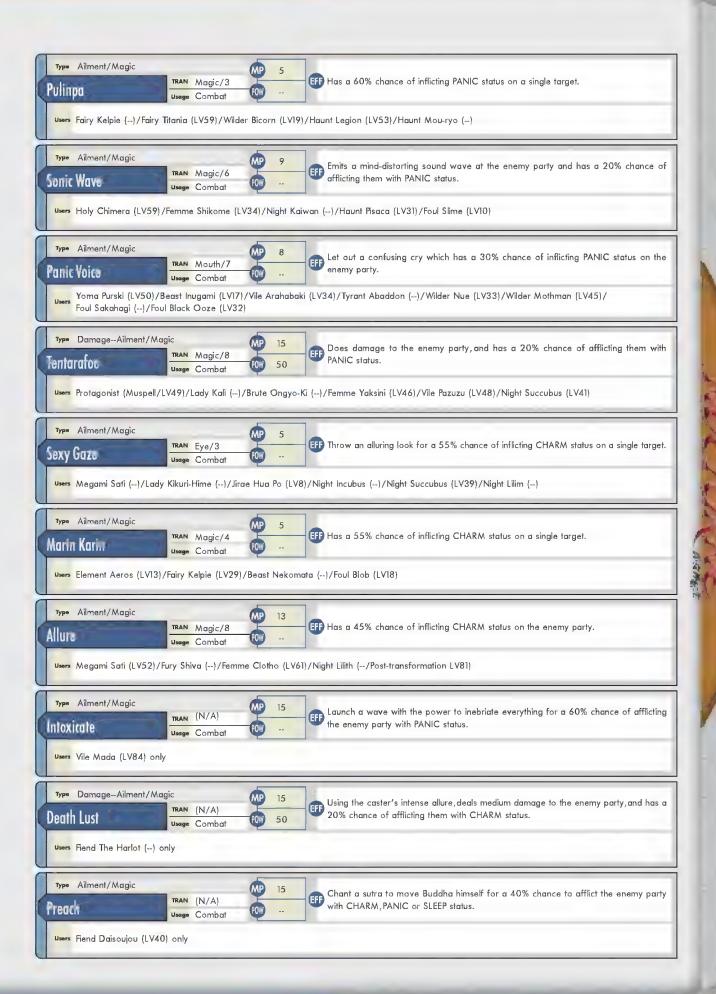
There are very few of these types of skills. They inflict BIND and STUN status, but there may be few opportune times to use them.



Mind Skills

The element that is associated with the SLEEP, PANIC and CHARM Ailments. Mind magic skills have high success rate and are quite useful.

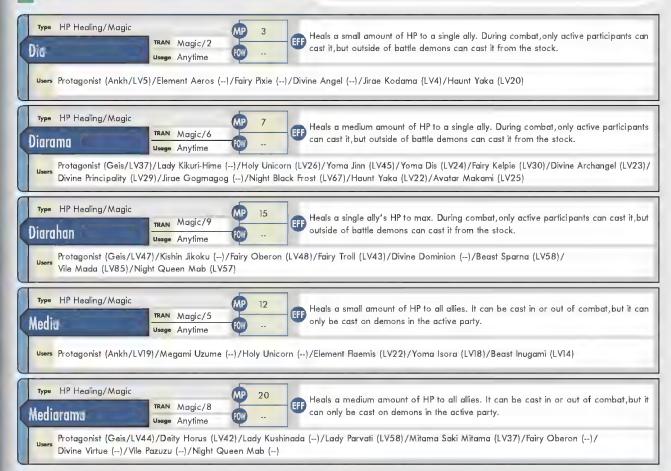






Healing Skills

These skills heal HP/MP, or recover from Ailment. You will want HP healing skills on at least one of your allies at all times.

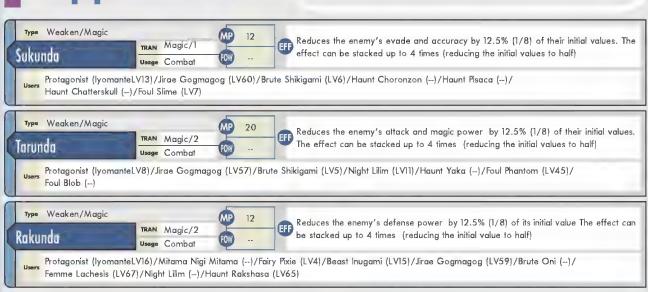






Support Skills

Nearly all of these are strengthening or weakening skills. None of them can be defended against either with Makarakarn or resistances.





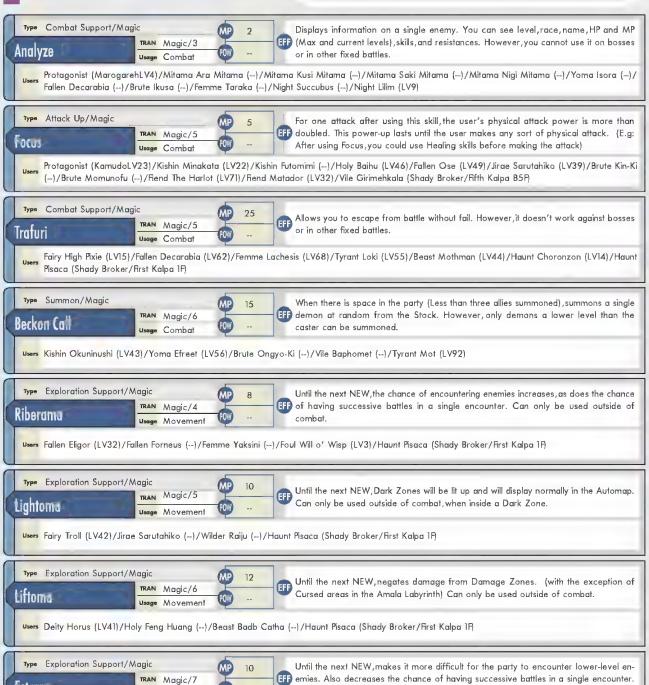


Special Skills

Estoma

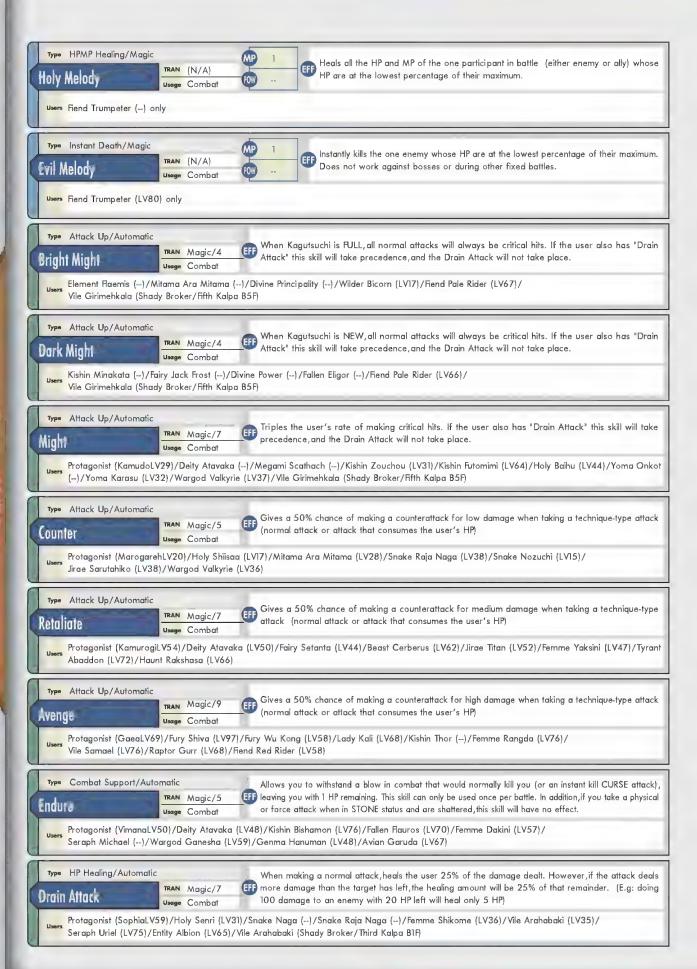
Usage Movement

Skills that aid in combat or exploration. There are few that are magic-type skills, but like support skills, they are not affected by resistances.

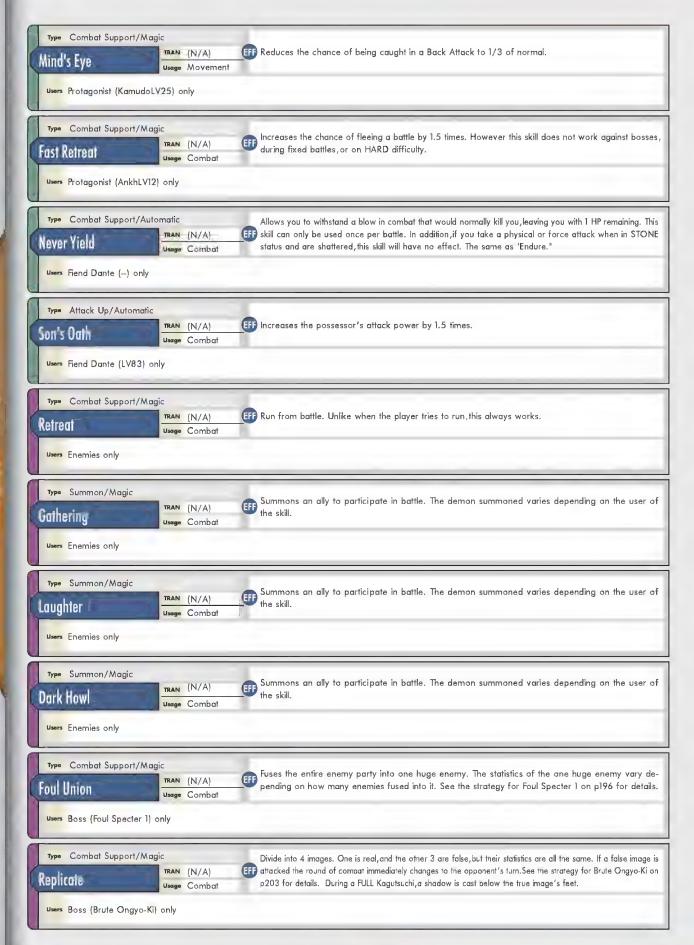


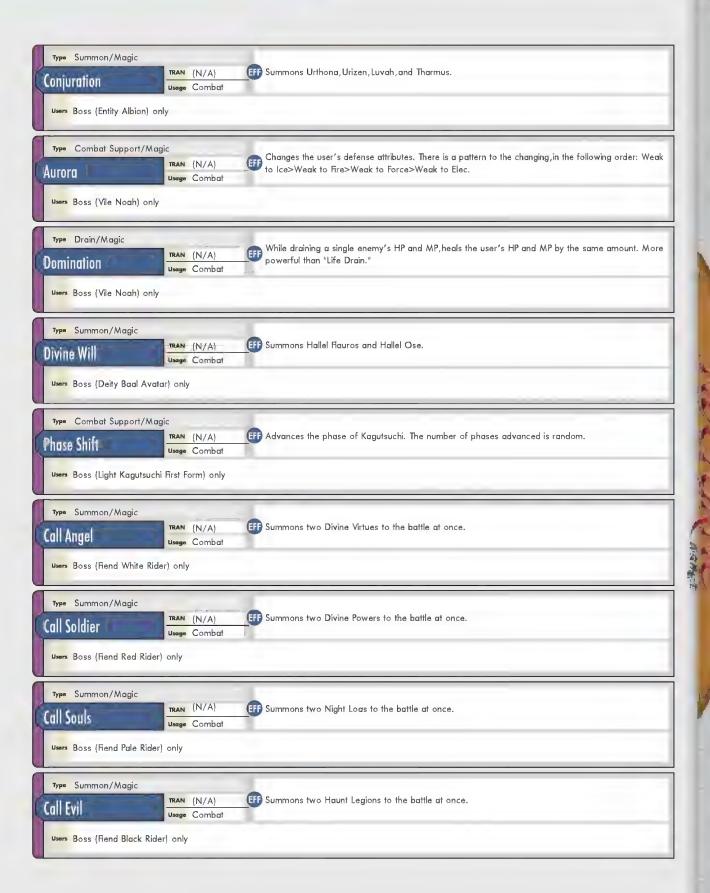
Can only be used outside of combat.

Fairy Setanta (--)/Divine Archangel (LV20)/Brute Oni (LV27)/Dragon Gui Xian (LV26)/Haunt Pisaca (Shady Broker/First Kalpa 1F)









Explode Skills

These skills are all attack-oriented damage skills. They all kill the user, and like Almighty skills, they cannot be defended against with Makarakarn.



Conversation Skills

(Command/Ally requests)

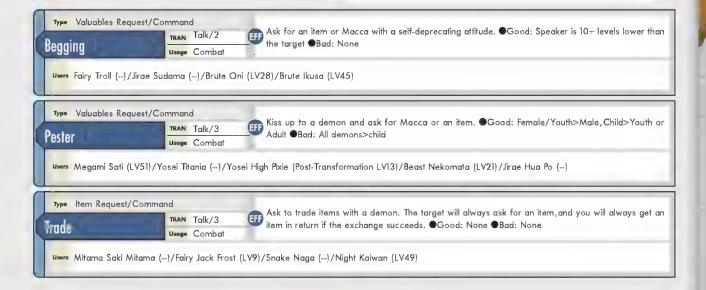
Like the protagonist's 'Talk" command, these are skills that ask a demon to join you. They are used under the "TALK" category of battle commands.

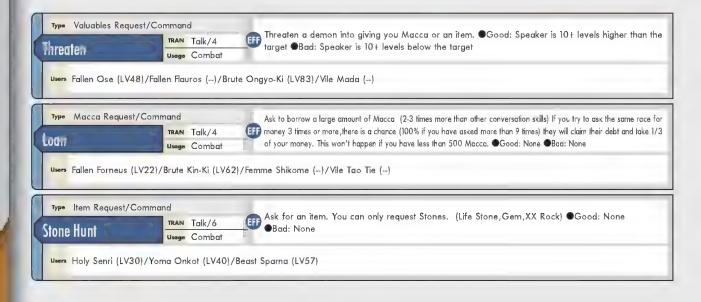




Conversation Skills (CommandMoney/Item requests)

Conversation skills for requesting Items and Macca. If you use them correctly theyre quite useful. Accessed under the TALK menu.





Conversation Skills

Conversation skills that automatically activate under the right conditions. For that reason, the demons that use these skills have to be different than those that speak.



Beast Badb Catha (LV24)



ITEMS YOU	CAN FIND WITH "LUCKY FIND"
Chance	İtem
High	Muscle Drink Bead
Medium	Soma Sapphire Bead Chain Pearl
Low	Diamond Bead of Life

Item Data

There are three types of items: normal items, special items, and gems. In this section, well list every item in the game.

Data Key

Name

Name of the item, as viewed from the game's Status screen.

Price

The cost to buy the item in a Junk Shop. The selling price is half this amount. Items not available for sale in stores only have their selling price listed, in parentheses.

■Ways to find

Each of the items are listed with either an O or an X for the four ways that you can come across it in the game. Details on each type are below:

[Shop] Indicates you can buy the item in one or more Junk Shops. For details on which shop you can buy the item, see the Map Guide starting on p94.

[Chest] If you can find the item in a Mystical Chest within the game, an O is listed here. For details on the contents of the chests in the game, see the Map Guide starting on p94.

[Talk] If you can get this item randomly from a demon during conversation (e.g.: If negotiations fail and a demon says 'I'll give you this instead) an O is listed here. These items differ from those you request with a conversation skill. See the "Possessors" list.

[Gift] Items you can get as gifts from allies when they level up. See p56 for details about gifts and how to get them.

MEFF

An explanation of the effects of the items. As gems are only useful for trade, nothing is listed here for them. For Special items, detailed information on where they are used is listed.

■Possessors

Names of demons you can defeat to get the item. Also listed are items from fixed battles or demons with abnormal statistics (bosses). If you can get an item through special conversation skills, it is listed here: Request = demons you can get the item from with item-request skills. Stonehunt = demons you can get the item with using the Stone Hunt skill. Special = instances where you can get the item from a Special conversation. In this case, it is listed in order of speaking demon>target demon.

■Gem

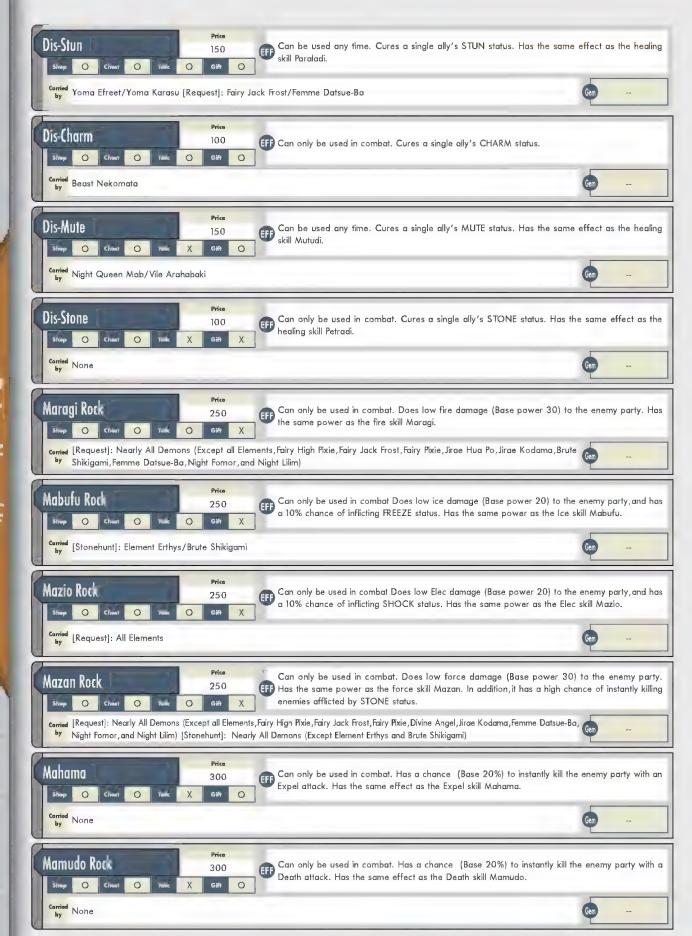
Only applies to normal items. Lists the necessary gem(s) to buy the items in Rag's Shop.

Normal Items

There are many types of normal items; quite a few are very useful, either for healing or for combat.

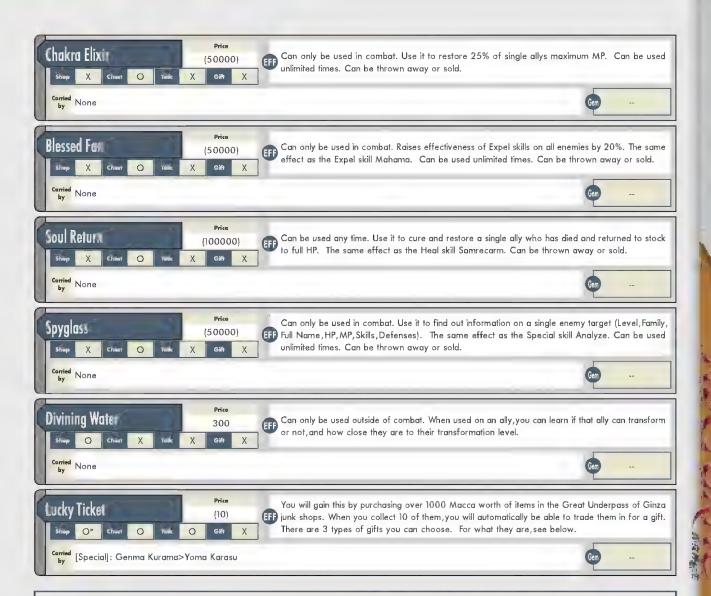












Lucky Ticket Prize List

	Black Box/Large Crate	White Box/Medium Crate	Pink Box/Small Crate
Probability	Item Name	Item Name	Item Name
High	Bead	Balm of Rising Bead Chain Soma Droplet	Life Stone
Low	Sapphire Opal Emerald Diamond	St Incense Ma Incense Vi Incense Ag Incense Lu Incense	Chakra Pot Soma Great Chakra Bead of Life

Special Items

You can only use these items in specific places. Many of these are reminiscent of special items from earlier *Shin Megami Tensei* games.



Candelabrum of Dignity • Get after a fixed battle

Get after defeating Fiend Hell Biker on the highway between Ikebukuro and Kabukicho. Needed to open the door into the Second Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.

Candelabrum of Compassion

Get after defeating Fiend White Rider in front of the Terminal at Asakusa, Shibuya, Ginza, or Ikebukuro. Needed to open the door into the Third Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.

Candelabrum of Insight

Get after a fixed battle

Get after defeating Fiend Red Rider in front of the Terminal of the Great Underpass of Ginza. Needed to open the door into the Third Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.

Get after a fixed battle

Candelabrum of Wisdom

• Get after a fixed battle

Get in Event

Get after defeating Fiend Black Rider in room 204B of the Shinjuku Medical Center. Needed to open the door into the Third Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.

Candelabrum of Knowledge

Get in an event after defeating Dante on B4F of the Third Kalpa. Needed to open the door into the Fourth Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.

Candelabrum of Majesty

Get after a fixed battle

Get after defeating Fiend Pale Rider in the repaired tunnel of Asakusa (where the Collector Manikin's shop 🔢 is). Needed to open the door into the Fourth Kalpa of the Labyrinth of Amala,by placing on the Pedestal of the same Kalpa.

Candelabrum of Beauty

Get after a fixed battle

Get after defeating Fiend The Harlot in the small room off the Yoyogi Park West Plaza. Needed to open the door into the Fourth Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the same Kalpa.

Candelabrum of Godliness

Get after a fixed battle

Get after defeating Fiend Trumpeter in Yurakucho Tunnel, in front of the Yurakucho station ticket counter. FFF Needed to open the door into the Fourth Kalpa of the Labyrinth of Amala, by placing on the Pedestal of the

Moon Key

Get from a chest

Get from a chest on B4F of the Labyrinth of Amala, Second Kalpa. Opens the silver doors in the Labyrinth

Star Key

Oget in a Junk Shop

After defeating Beelzebub in the Fourth Kalpa of the Labyrinth of Amala and following the information from 🖽 Efreet in the Third Kalpa,you can get this item from the Collector Manikin's shop. Opens the golden door in the Labvrinth of Amala.

Black Visor

Get from a chest

Get from a chest in the vault of the First Kalpa of the Labyrinth of Amala. The Moon Key is needed to open IFF the door to the vault. Lets you read the words on the tombstones in the Burial Chambers and fight the bosses therein.

Deathstone

Get from a chest or Shady Broker

Gotten either from chests in the Labyrinth of Amala or from the Shady Broker on B1F of the Third Kalpa of the Labyrinth of Amala. Makes Fiend fusion possible, but one is consumed for each such fusion you perform.

Afterlife Bell Get in Event

After hearing the right information in the Fourth Kalpa of the Labyrinth of Amala, you can find this from examining 師 the human-shaped spot in Zoshigaya Cemetery. With this item,you can fuse Kishin Futomimi or Foul Sakahagi after seeing the right events in the Fourth Kalpa.

Heavenstone

Get after a fixed battle

Get after defeating Deity Baal Avatar on 462F of the Tower of Kagutsuchi. Opens the way to Kagutsuchi by

offering it to the altars on 666F of the Tower of Kagutsuchi.

Earthstone

Get after a fixed battle

Get after defeating Tyrant Ahriman on 223F of the Tower of Kagutsuchi. Depending on your route through the game, you can get this item without a fight. Opens the way to Kagutsuchi by offering it to the altars on 666F of the Tower of Kagutsuchi.

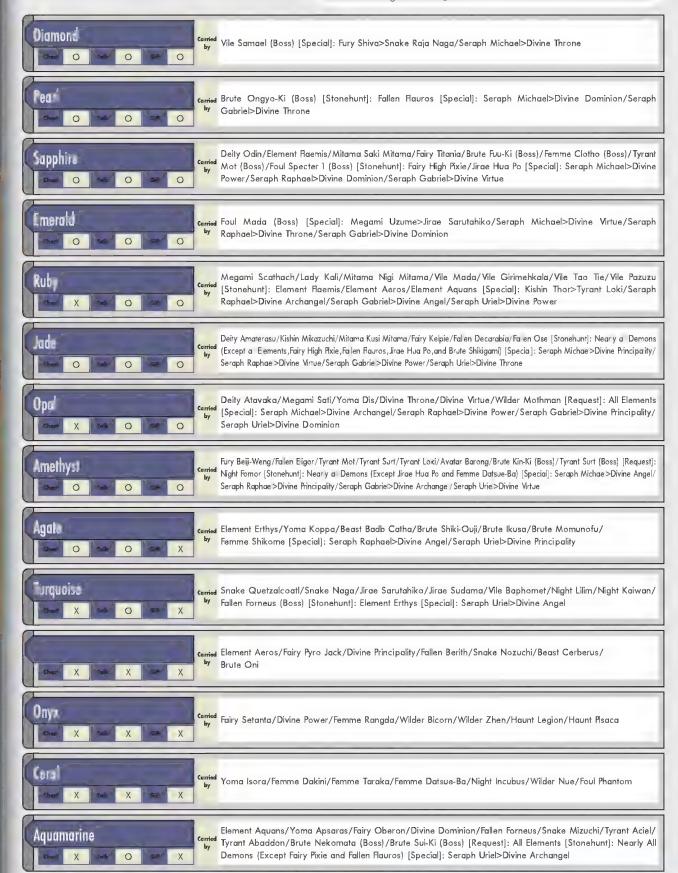
Netherstone

Get after a fixed battle

Get after defeating Vile Noah on 329F of the Tower of Kagutsuchi. Depending on your route through the game, you can get this item without a fight. Opens the way to Kagutsuchi by offering it to the altars on 666F of the Tower of Kagutsuchi.

Gems

These are used in demon negotiations or at Rag's Jewelry, and are quite important. There are several new gems in this game that were not present in earlier Shin Megami Tensei games.



Magatama Data

The Magatama bestow demonic power upon the protagonist. Understanding how they work is critical for survival

How to Read Demon Data



Light/Dark Alignment

The "Nature" of the Magatama (and the protagonist equipping it). There are three types: LIGHT, NEUTRAL, and DARK. Mastering the power of a Magatama (learning all skills) changes the protagonist's alignment and race name.

Name

Name of the Magatama.

Statistic Modifiers

Displays the bonus to statistics the protagonist gains when equipping the Magatama. Your abilities in combat such as damage and accuracy are based on these modified values, but there are certain situations (such as doors that require certain stat levels to open) where the bonus provided here is ignored.

Force Void/Fire Weak

Where Found

How to get the Magatama. For Magatama gained in events, the page number with more details on the event are listed, and for those bought in shops, the price is displayed here.

5 Defense Type

The defense type of the Magatama. For detailed information on each defense level, see the numbers listed.

6 Defense Type (Number)

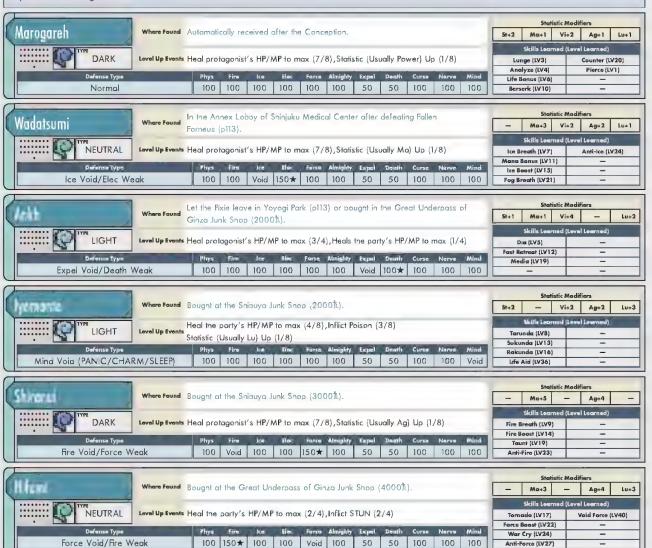
Details on the defense levels of the Magatama, listed in percentage effectiveness. * means the Magatama is weak to the element, and ▲ indicates immunity to that element's corresponding Ailment (only for Ice and Elec).

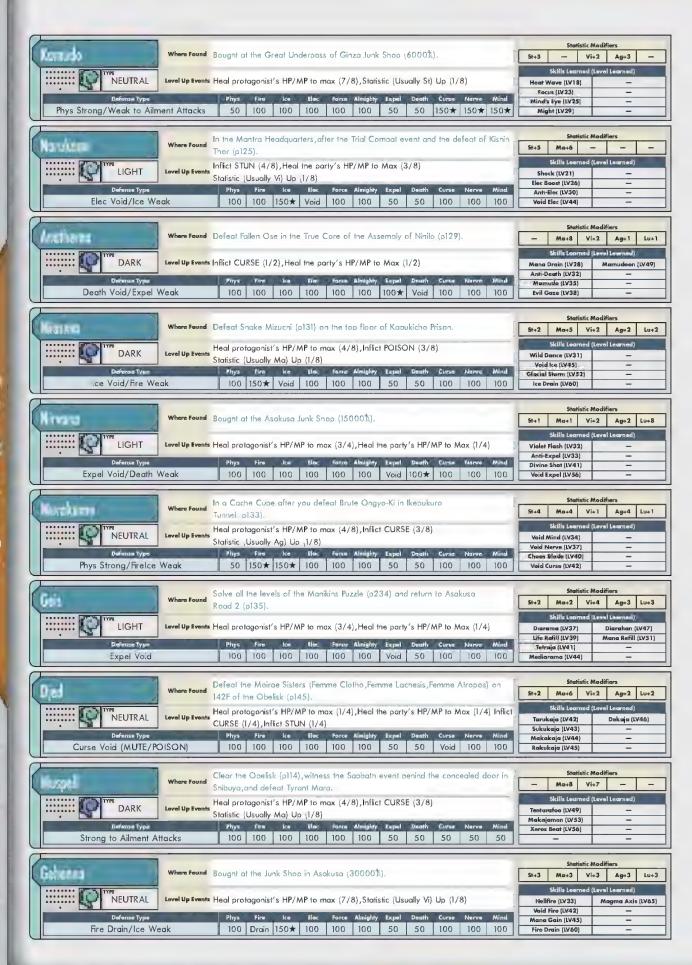
Skills Learned

Skills that the Magatama teaches when equipping it while leveling up, and the requisite minimum level for each.

Level Up Events

When leveling up, there is a 30% chance that one of the events listed here will occur. The numbers in the parentheses indicate the chance that each event will happen in each case. In addition, in Statistic (Usually O) Up events indicate that a single point will be distributed at random to one of the protagonist's statistics, in addition to the 1 point the player gets to allocate normally on level-up.







Rag's Jewelry Data Use Rags Shop to exchange valuable gerns for more valuable Items, Elements, and Mitamas.

Rag's Jewelry System

As explained on p21, Rag's shop is a special store where the protagonist can exchange gems for valuable items, Elements, and Mitamas. Here is a short explanation of how the store works.

The only thing needing explanation is the Featured Demons. For the items in the store, all of the available items are displayed in white for those you can buy, and gray for those that you don't have the right gems for. When trading for Elements and Mitama, the full list of those available isn't displayed in-game.

As youll see when you visit the shop, the number and types of demons that are available at Rags will change with each successive visit. This is because Rag's stock changes at random, but there are some Elements and Mitama that will always be there for trade, and these are the Featured Demons of the shop. For each type, there is a pre-set Featured Demon, so there will be at least 4 Elements and 4 Mitama for trade. Any other Elements and Mitama available for trade are picked at random from the list here. At most 4 of each race will be picked, so in the

end, 4-8 Elements and Mitama will be available each time you visit the shop.

If there is an Element or Mitama on this list with abilities you want, but is not available when you enter the shop, try leaving and re-entering the shop until you get the one you want. Don't compromise when you're spending your valuable

Description of List Items

■Gems Needed

The type and number of gems needed to buy that item, Element, or Mitama. See the Gems list on p350 for details on where to find each type.

IIIV

The level of the Element or Mitama when you buy it. There are instances where you can buy the same demon of the same level, but with different statistics and Skills. In addition, Elements and Mitamas listed with a * are the Featured Demons as discussed above; they will always be available for trade.

The Max HP and MP of the Element or Mitama when you buy it. These are decided by the demon's Level and statistics.

■St, Ma, Vi, Ag, Lu

The initial stat levels of the Element or Mitama when you buy it. Featured Demons have the same statistics as those listed in the Demon Data starting on p260, but the rest have higher stats based on their level. Which ones are higher depends on the demon. Numbers in red and blue indicate statistics higher and lower than the base statistics respectively.

Skills that the Element or Mitama has when you buy it, and those that it will learn after gaining levels. Skills on a blue background are those that the demon doesn't start with, and the parentheses indicate at what level it will learn it. In general, the Elements and Mitamas available at Rag's learn the same skills as those listed in the Demon Data, but there are some that learn skills that the Element or Mitama would not gain





Element	I.V	HP	MP	Se	Me	Vi	Ag	Lu		Sk	sills		Gems Needed
Flaemis	★20	156	96	10	12	6	6	7	Maragi Void Mind (23)	Bright Might Agilao (24)	Makakaja (21) —	Media (22)	Pearl, Cora
	21	162	102	10	13	6	6	7	Maragi Void Mind (23)	Bright Might Agilae (24)	Makakaja —	Media (22) —	Pearl, Garnet
J. Company	22	168	105	11	13	6	6	7	Maragi Veid Mind (23)	Bright Might Agilao (24)	Makakaja —	Media —	Pearl,Onyx
	21	162	99	11	12	6	6	7	Maragi Void Mind (23)	Bright Might Agilao (24)	Mabufu —	Media (22) —	Pear , Turquoise
	22	168	102	11	12	6	6	8	Maragi Void Mind (23)	Bright Might Agilao (24)	Mabufu —	Diarama —	Pearl, Aquamarine

Element	LW	HP	MP	Sf	Ma	Vi	Ag	Lu		Si	cills		Gems Needed
LIGITIGIT	4.15	10/	7.5	,	10	,	,		Sukukaja	Anti-Expel	Mabufu (16)	Anti-Nerve (17)	A A
Aquans	★15	126	75	6	10	6	6	8	Life Bonus (18)	Bufula (19)	_	_	Agate, Aquamarine x2
	14	132	78	4	10	6		0	Sukukaja	Anti-Expel	Mabufu	Anti-Nerve (17)	A
A 14	16	132	/6	6	10	٥	6	9	Life Bonus (18)	Bufula (19)	_	-	Agate x2, Aquamarine x
	17	138	84	1	11	6	6	0	Sukukaja	Anti-Expel	Mabufu	Anti-Nerve	Agate x3, Aquamarine x
S. Carlo	17	130	04	6	l ''	L°.	٥	7	Life Bonus (18)	Bufula (19)	_	-	Agare x3, Aquamanne x
	16	132	81	6	11	6	6	8	Sukukaja	Anti-Expel	Void Ice	Anti-Nerve (17)	Agate x2, Aquamarine x
	10	132	01			١ ٥	٥	0	Life Bonus (18)	Bufula (19)	_	-	Agare xz, Aquamanne x
	17	138	84	7	11	6	6	8	Sukukaja	Anti-Expel	Void Nerve	Void Mind	Agata u2 Aguamariaa v
	17	130	0.4	/	111	٥	٥	0	Life Banus (18)	Bufula (19)	_	_	Agate x3, Aquamarine >



LV	HP	MP	SI	Ма	٧ī	Ag	Lo		Slu	II.		Gems Needed
★11	102	57	5	8	6	8	5	Dia Anti-Mind (14)	Zio Taxic Sting (15)	Lullaby (12) —	Marin Karin (13)	Agate, Turquoise x2
12	108	60	5	8	6	9	5	Dia Anti-Mind (14)	Zio Toxic Sting (15)	Lullaby —	Marin Karin (13)	Agate x2,Turquoise x2
13	114	66	5	9	6	9	5	Dia Anti-Mind (14)	Zio Toxic Sting (15)	Lullaby —	Marin Karin	Agate x3,Turquoise x2
12	108	60	6	8	6	8	5	Dia Anti-Mind (14)	Zio Toxic Sting (13)	Dormina 	Marin Karin (13)	Agate x2, Turquoise x3
13	114	63	6	8	6	8	6	Dia Anti-Mind (14)	Zio Toxic Sting (13)	Mepatra —	Media _	Agate x3, Turquoise x3

Element	LV	HP	MP	St	Me	Vi	Ag	Lu		SI	kills		Gems Needed
	★7	90	36	1	5	8		5	Zio	Patra	Rakukaja (8)	Anti-Curse (9)	A
Erthys	X/	90	30	6	3	0	4	3	Arbitration (10)	Maxio (11)	-		Agate,Onyx x2
	8	102	39	_	5	9	5	5	Zio	Patra	Rakukaja	Anti-Curse (9)	Agate x2,Onyx x2
	L°	102	37	,	3	7	٦	3	Arbitration (10)	Mazia (11)	AAAA	-	Agale X2, Offyx X2
	9	114	42	5	5	10	5	5	Zio	Patra	Rakukaja	Anti-Curse (9)	Agate x3,Onyx x2
		1124	42		,	10	٦	,	Arbitration (10)	Mazio (11)	-	-	Agule X5, OllyX X2
10000	8	108	39	5	5	10	4	5	Zio	Patra	Tarukaja	Anti-Curse (9)	Agate x2,Onyx x3
3 6 6 7 1		100	37		١	10	7	3	Arbitration (10)	Mazio (11)	_		Agule X2, OllyX X5
END super attended to the St.	0	120	42	5	5	11	4	5	Zio	Patra	Tarukaja	Makakaja	Agate x3,Onyx x3
	7	120	4 Z	3	J	- 1	4	3	Arbitration (10)	Mazia (11)	-	-	Agule X3, Onlyx X3

Mitama	LV	HP	MP	St	Ma	Vi	Ag	Lu		Sk	ills		Gems Needed
Saki Mitama	★3 5	270	138	10	11	10	11	20	Dormina Mediarama (37)	Trade Maxionga (38)	Analyze Tetrakam (39)	Mazanma (36)	Jade, Sapphire
	36	276	144	10	12	10	11	20	Pormina Mediarama (37)	Trade Mazionga (38)	Analyze Tetrakam (39)	Mazanma	Jade, Sapphire x2
	37	282	144	10	11	10	11	22	Darmina Mediarama	Trade Mazionga (38)	Analyze Tetrakam (39)	Mazanma —	Jade,Sapphire x3
	36	276	141	10	11	10	11	21	Domnina Mediarama (37)	Trade Mazionga (38)	Analyze Tetrakam (39)	Zandyne —	Jade x2,Sapphire
	37	282	144	11	11	10	11	21	Dormina Diarahan	Trade Mazionga (38)	Analyze Tetrakam (39)	Mazanma —	Jade x2,Sapphire x2

Mitama	LV	HP	MP	St	Me	Vi	Ag	Lu		Sk	cills .	-	Gems Needed
	+20	240	150	9	10	8	10	10	Sukukaja	Dekaja	Analyze	Anti-Force (33)	Inda Onal
Kusi Mitama	★32	240	150	9	18	8	12	12	Anti-Ice (34)	Anti-Elec (35)	Anti-Fire (36)	_	Jade, Opal
	33	246	156	9	19	8	12	12	Sukukaja	Dekaja	Analyze	Anti-Force	landa Omail 112
	33	240	130	7	19	°	12	12	Anti-Ice (34)	Anti-Elec (35)	Anti-Fire (36)	-	Jade, Opal x2
	34	252	162	0	20	8	12	12	Sukukaja	Dekaja	Analyze	Anti-Force	Jade, Opal x3
	34	252	102	7	20	0	12	12	Anti-Ice	Anti-Elec (35)	Anti-Fire (36)	-	Jaae, Opai x3
	33	246	153	9	18	8	13	12	Sukukaja	Dekaja	Analyze	Force Void	Jade x2,Opal
	33	240	133	7	10	0	13	12	Anti-Ice (34)	Anti-Elec (35)	Anti-Fire (36)	-	Jude X2,Opui
	34	258	156	9	18	9	13	12	Sukukaja	Dekaja	Analyze	Force Void	landa ve O On al ve O
4	34	250	130	7	10	9	13	12	Void Ice	Anti-Elec (35)	Anti-Fire (36)	_	Jade x2,Opal x2

Mitama	LV	HP	MP	st	Ma	W	Ap	lu		-31	etific.		Gents Needed
	Ann	224	117	10	10	10	1/	10	Rakunda	Persuade	Analyze	Fire Boost (30)	I A A A
Nigi Mitama	★29	234	117	10	10	10	16	10	Elec Boost (31)	ke Boost (32)	Force Boost (33)	-	Jade, Amethyst
	30	240	120	10	10	10	17	10	Rakunda	Persuade	Analyze	Fire Boost	Jade, Amethyst x2
	30	240	120	10	10	10	17	10	Elec Boost (31)	ice Boost (32)	Force Boost (33)	1	Jade, Amernyst XZ
	31	246	126	10	11	10	17	10	Rakunda	Persuade	Analyze	Fire Boost	Jade, Amethyst x3
	31	240	120	10	11	10	17	10	Elec Boost	ice Boost (32)	Force Boost (33)	- "	Jade, Amemysi xa
Contract of	30	240	120	11	10	10	16	10	Rakunda	Persuade	Analyze	Void Fire	Jade x2, Amethyst
	30	240	120		10	10	10	10	Elec Boost (31)	ke Boost (32)	Force Boost (33)	-	Jude XZ, Amelitysi
	21	244	124	10	11	10	14	11	Rakunda	Persuade	Analyze	Void Fire	Jade x2, Amethyst x
	31	31 246	126	10	111	10	16	11 -	Void Elec	ke Boost (32)	Force Boost (33)	_	Jude XZ, Amelnysi X.

Mitama	LV	HP	MP	Sf	Ma	Vi	Ag	Lu		Sk	ills	-	Gems Needed
	★25	210	105	12	10	10	10	10	Tarukaja	Bright Might	Analyze	Life Aid (26)	Jade, Ruby
Ara Mitama	# 23	210	105	12	10	10	10	10	Life Refill (27)	Counter (28)	Lunge (29)	-	Jude, Kuby
	26	216	108	13	10	10	10	10	Tarvkaja	Bright Might	Analyze	Life Aid	Jade, Ruby x2
10 mm	20	210	100	13	10	10	10	10	Life Refill (27)	Counter (28)	Lunge (29)	-	Jade, Kuby X2
100	27	228	111	13	10	11	10	10	Tarukaja	Bright Might	Analyze	Life Aid	Jade, Ruby x3
	27	220	- 111	13	10	L ''	10	10	Life Refill	Counter (28)	Lunge (29)		Jude, Kuby X3
	26	216	111	12	11	10	10	10	Tarukaja	Bright Might	Analyze	Mana Aid	Jade x2, Ruby
	20	210		12	l ''	10	10	10	Life Refill (27)	Counter (28)	Lunge (29)	-	Jude XZ, Kuby
	27	228	114	12	11	11	10	10	Tarukoja	Bright Might	Analyze	Mana Aid	Jade x2, Ruby x2
	21	220	114	12	111	111	10	10	Life Refill	Counter (28)	Lunge (29)	_	Jude XZ, Kuby XZ

EVENT GUIDE

Many optional events (not necessary to complete the game) are present in *Shin Megami Tensei: Nocturne*, so you might miss some of them. Here all the events are listed in the order in which you can see them.

■Walkthrough Route Key

•Event Description Background Color

= 3D Dungeon-related.

= 2D Field-related.

■ = Labyrinth of Amala-related. For the most part, you can come back to these parts of the walkthrough later than when it is first listed.

*Areas where the path through the game branches off to right indicate events that are optional based on the player's actions. They are not necessary to see to complete the game. The light-blue and green areas below indicate parts of the prologue before the Conception, and are thus a different color than the areas indicated in the rest of the event guide.

●Event Order (Arrows and Lines) Color

- = Indicates a route traveled on foot
- = Indicates a switch to a cut scene
- = Indicates a route traveled via Terminal Teleportation
- = Indicates travel through Labyrinth of Amala Warp Zones

O-MAYALINE

Talk to a woman that looks like Yuko Takao in a dream. In second and successive playthroughs, there will be an option to change the protagonist's clothes to those worn in the initial release of *Shin Megami Tensei: Nocturne*. During the conversation, you choose both the protagonist's and Yuko Takao's names.

Yeyney Park States

Receive mail from a friend. Enter his name. Default is Isamu Nitta.

Talk to the man at the ticket counter about the attack in Yoyogi Park.



You can buy a Mysterious Drink at the vending machine near the ticket counter. After the Conception it turns into Sacred Water.

Shinjuku-Shibuya Area

*You can enter Yoyogi Park East Plaza and the main annex of the Shinjuku Medical Center. The Yoyogi Park West Plaza and Shinjuku Medical Center Annex are both closed off. If you examine the TV in Shibuya Center, you can see an interview with Hikawa.

Young Fink fest Fieza

Meet Hijiri. Get a phone call from a female friend. Enter her name (default is Chiaki Hayasaka).

(Enter from Main

1F Lobby: Meet Chiaki Hayasaka in the lobby. This event does not happen if you have not met Hijiri in Yoyogi Park.



Medical Center 2F: You can buy a Mysterious Drink from the vending machine near the elevator. After the Conception it turns into Sacred Water.

Lobby: Talk to Chiaki, and get the ID Card from Isamu.

B1F: Enter the Underground Facility with the ID Card. Meet Hikawa and Yuko Takao.

B1F: In the hall, meet a mysterious child and old woman.

Roof: Come here via the elevator and meet Yuko Takao, and the Conception takes place. Afterwards in a strange dimension you meet the child and old woman. Get the Magatama Marogareh.

Shinjuk

Medical

B1F: Go past the terminal and you will enter the room. There you will meet Hijiri. Afterwards, you can save the game in Terminals.

B1F: When you try to get on the elevator, you will be warped to a strange place.

B1F: Try to get on the elevator and you will be warped to a strange place.

In the hall, there is a fixed battle. (Foul Will o' Wisp x2p192)

Further in the hall, there is another fixed battle. (Haunt Pretap192)

n the corridor opposite your destination (Where the Cache Cube is) there is a fixed battle (Jirae Kodama + Foul Will o' Wispp192). You do not have to fight this battle.

In front of your destination, there is a fixed battle (Jirae Kodama x2p192)

Beyond the door, you will be warped to the Medical Center after hearing a strange voice. You cannot return.

Shinjuka (enter

Center 2F. In the hall, talk to the Pixie and get her to join you.

Center 2F. Fixed fight in 203A (Haunt Pretapl93) After the fight, you get the Annex Pass.

Center 2F. Use the Annex Pass to go to the annex.

Talk to the Soul on at the Heal Spot on 1F and answer 'Yes" to get healed.

Annex 1F: Boss Battle in the lobby (Fallen Forneusp193) After winning, get the Wadatsumi Magatama.



Talk to the Soul by the Heal spot to get 750th after the battle with Forneus.

Annex IF: After leaving, there is an event with the boy and old woman. Afterwards a mysterious man (Fiend Dante) appears.

Shinjuku-Shibuya Area

*After leaving the Medical Center, you can return there or go to Yoyogi Park West Plaza or Shibuya. You cannot get into Yoyogi Park East Plaza.

Yoyogi Par West Plazz

Enter the Plaza and the Pixie that joined you in the Medical Center can leave the party. (see p113) If she leaves she gives you the Ankh Magatama. Otherwise the Pixie stays with you and you do not get Ankh. You can bypass this event completely. However, until you see this event or clear the upcoming Amala Network, you cannot use the Pixie in a fusion or kick her out of your party.

When you first visit the Fountain of Life, there is an event with the Lady of the Fount. This event takes place at the first Fountain of Life you visit, and not necessarily here.

Shibuya

The areas you can visit are the Terminal, Junk Shop, Cathedral of Shadows, and the Fountain of Life. You can buy the Magatama lyomante and Shiranui at the Junk Shop.

*The two events to the right can be seen in any order

BIF: At the Cathedral of Shadows, demon fusion is explained to you.

B2F: Meet Chiaki Hayasaka at Club Inferno.

B1F: Talk to the Soul by the stairs to B2F for a fixed battle (Foul Will o' Wispp194).

B2F: Talk to the Nekomata at Club Inferno to fight it (Beast Nekomatap194). After the battle, she will tell you the name of the Assembly of Nihilo.

Area 1 B1F: After seeing the event at the Cathedral of Shadows and meeting Chiaki at Club Inferno, you will meet Hijiri at the Terminal. He can teleport you to the Amala Network. After this, you can use the Terminals to teleport to places you have visited, and use S-Terminals to teleport to their corresponding Main Terminals.

Analo Network (1)

Events where stairs on B2F and B1F disappear. Go to the Anomaly on each floor and talk to Hijiri, and the staircases will reappear.

1F: Boss Battle in the Anomaly (Foul Specterp194). You can temporarily avoid the battle through the choices in conversation with the Specter.

1F: Warp to the Labyrinth of Amala on the way to the exit

Labyrinth of Amala Entrance

*The doors to the Terminal and the holes to the Kalpas are sealed, and you cannot get through them.

Examine the Peephole and there will be an event with the old gentleman in the wheelchair. You will get the Candelabrum of Sovereignty. After the event, you will be warped to the Ginza Terminal.

Ginaa

After arriving at the Terminal from the Labyrinth of Amala, there is an event where you hear Hijiri's voice. He will ask you to look for Hikawa. Afterwards, you can explore Ginza.

The facilities here are a Terminal, Cathedral of Shadows, Rag's Jewelry, and a Fountain of Life. At the Cathedral of Shadows you can do Sacrifice Fusions.

Get information at Nyx's Lounge. You can talk to Madam Nyx, the guests or Loki at the table.

Ginza-Yurakucho Area

*The only area immediately accessible is Harumi Warehouse. The Assembly of Nihilo is closed off to you, as is its second entrance and Yurakucho Tunnel, on the other side of the Rainbow Bridge.

Assembly of Nihilo

Fallen Eligor will throw you out at the entrance. You cannot enter.

Haveni Warahawa

Push the switch on the wall to open the shutter down to the Great Underpass of Ginza.

Green emperate a

At 4 places in the Underpass, you will be seen by a Manikin.

Meet the old Manikin on B2F.

In the areas with Manikins and without enemies, you can use the Terminal and a Junk Shop. The Junk Shop sells the Magatama Hifumi, Kamudo and Ankh (Ankh only if you did not leave Pixie at Yoyogi). From here on, you can get Lucky Tickets when spending at least 10001th at the Junk Shops.

The Manikin guard will throw you out at the door to Ikebukuro. You cannot pass until finishing the 1000 Yen Bill event.

The Collector Manikin asks you to find money (1000 Yen Bill).

Ginza

Talk to Loki at Nyx's Lounge and you will get a hint about the 1000 Yen Bill. Loki will offer to sell it to you for 20,000,000ħ,but as your max money is 9,999,999ħ,you can never buy it.

From exit, you can get into the back door of Loki's vault. The Troll guardian is not there. Get the 1000 Yen Bill from a Cache Cube in the vault.

Leave the room and you will have to fight the Troll Guard, now returned (Fairy Trollp195).

Great Underpass of

Get the Letter after giving the 1000 Yen Bill to the Collector Manikin.

Give the Letter to the gate guard, and you can proceed down the tunnel to Ikebukuro.

In the funnel, beyond the frightened Manikin, is a Fiend battle (Fiend Matadorp222). Unlike other Fiend battles, this one cannot be avoided. After the fight, get the Candelabrum of Foundation. Then you hear the voice of the Lady in Black, who asks you to come to the Labyrinth of Amala. (After this, you can travel to the Labyrinth of Amala via the Terminals.)

Labyriath of Amala Entrance

Examine the Peephole and there will be an event with the Old Man and the Lady in Black. Afterwards, the door further in will open and you can go to the First Kalpa.

Warp Zone

Labyrinth of Amala First Kalpa

Put the Candelabrum of Foundation on the Pedestal and you can enter the First Kalpa.

Burial Chamber 1 is on 1F. The tombstones are of Fallen Forneus and Fairy Troll. At this point you will not have the Black Visor so you cannot fight these battles again.

*Second time through only: Enter the Burial Chamber and Cerberus appears. If you have met the right requirements, you will be warped to B666F of the Fifth Kalpa. There you can see a special event. Until making those requirements and seeing the event, you can visit Cerberus in the room as many times as you want.

From the Shady Broker on 1F, you can buy a Haunt Pisaca ($15000\hbar$) with some useful exploration skills (*Protagonist's level must be 28 or above).

Burial Chamber 2 is on B2F, beyond the illusory wall on 1F. The tombstones are of Beast Orthrus and Femme Yaksini. At this point you will not have the Black Visor so you cannot fight the battles again.

Activate the switch in the East Vault on B1F to open the door blocking the path to B2F.

Examine the Peephole on B2F and the Lady in Black will tell you about the Vortex World. You can hear this explanation whenever you want (this works at the peepholes on any Kalpa). After this, the door that leads down to the Second Kalpa opens.

Labyrinth of Amola Second Kale

Upon entering the Pedestal Chamber, you'll see an event where a mysterious voice threatens you in an attempt to stop you from exploring the Labyrinth of Amala. At this point, you cannot proceed further into the level.

Great Underpass of Ginza

Zoshigaya Cemetery

Ikebukuro-Kabukicho Area

*You can only go to Ikebukuro from Zoshigaya Cemetery.

Ikebukuro

The facilities available here are a Terminal, Junk Shop, Cathedral of Shadows, and Fountain of Life. No Magatama are available for sale at the Junk Shop.

Talk to the Oni near the entrance to fight it (Brute Onip195). If you do not fight him, he will leave after the attack on Nihilo.

lkebukuro

An Oni will ask you a Reason question near the escalator on B1F of the West Hall.

Enter the southeast room on 1F of the Main Hall for a fight (Brute Oni x2p196).

Mantro's Headquarters

After entering, there is an event with Thor and Isamu Nitta. The protagonist is thrown into the prison on 3F.

After examining the walls of the prison and talking to the other prisoners, the guard Pyro Jack opens your cell. However you can only go to the arena.

Talk to the guard of the south gate on 3F (an Oni) and for $200 \, h$, he will tell you the rules of the trial. For another 200th he will give you hints for the fights

Trial Event. There are three consecutive boss battles (Beast Orthrus, Femme Yaksini, Kishin Thorp196,197), but you can regroup after each battle. Defeat Thor and get the Magatama Narukami. After the battle, you will be ejected into Ikebukuro (by the southeast door of B1F of the West Hall).

Ikebukuro

On 1F of the main hall, Fiend Dante will appear when you approach the Mantra Headquarters. There is a Fiend Battle

Mantra's Headquarters

Talk to Isamu in the south prison on B1F.

On B1F, the door at the end of the hall will open if the protagonist's "St" statistic is at least 24 (ignoring Magatama bonuses). The Magatama Gaea is inside the room.

Meet with Gozu-Tennoh on 60F. Your demon stock will be increased by 2. Gozu-Tennoh will ask you a Reason question during the conversation.

Ikebukuro

There is a Fiend Fight in front of the escalator on the East Hall of B1F. (Fiend Daisoujoup223) After the battle, you get the Candelabrum of Infinity.

Ginza

Ginza-Yurakucho Area

*At this point, you can now enter the Assembly of Nihilo.

Assembly of Nihilo

B2F: There is an event with Hijiri in the False Core. The spinning hallway will return to normal, and you can ride the elevator down to B10F. There is a Reason question in the conversation with Hijiri.

B10F: In the round center hall,there is a fixed battle (Night Incubus, Yoma Koppap197). After the battle, you get the Yellow Kila.

B10F: Enter the White Treasure Room from past the Magatsuchi Storage Area (Turning block puzzlep126)

Inside the Treasure Room, get the White Kila. There is then a fixed battle (Fallen Eligorp198).

B11F: Enter the Red Treasure Room past the Magatsuchi Storage Area.

B11F: There are three fixed battles beyond the entrance of the Red Treasure Room (Fallen Eligorp198)

B11F: Get the Red Kila from the treasure room. Afterwards there is a battle (Fallen Berithp198)

B11F: Fix the switches in the Magatsuchi Warehouse to get to B12F.

B12F (B13F): Get through the Magatsuchi Warehouse despite Kaiwan's best efforts, and into the Green Treasure Room area.

B12F: In the furthest part of the Green Treasure Room area, open the empty Cache Cube. When you leave the room, there is an event involving Kaiwan.

B12F: Follow the fleeing Kaiwan to the 8 small rooms. In six of them are battles (Fairy Kelpiep199/Fairy Kelpie x2p199/Night Kaiwan <Frue> x3p200). Defeat the true Kaiwans to get the Green Kila.

B10F: Place the 4 Kilas on their respective Pedestals to open a spiral path down to B14.

B15F. Enter the central True Core. You'll meet meet Hikawa and fight a boss (Fallen Osep200). After the battle, you get the Magatama Anathema, and are teleported outside.

Ginza-Yurakucho Area

*After being teleported outside the Assembly of Nihilo, you cannot re-enter the building. Assembly of Nihilo is also removed from the list of places you can teleport to via the Terminals.

Ginza

Ikebukuro

Mantro's Headquarters

On 1F, there is an event with Chiaki. She will explain the ideals of Yosuga. There is a Reason question in the conversation. Agree and you will lean heavily toward Yosuga. The other questions do not affect the protagonist's Reason.

The locked cells on B1F and 3F are now open, so you can get the treasure inside them.

The two events to the right an be done in any order

60F: There is an event in Gozu-Tennoh's chamber. After leaving the room, there is an event with Kishin Thor. Afterwards, the demons stationed in the Mantra Headquarters change.

B1F: There is an event with Isamu in the prison.

After the two above events, the main gate on 1F opens, and you can head toward Kabukicho.

Ikebukuro -Kabukicho area

*You can get to Kabukicho prison via Ikebukuro Highway. At this point, you cannot enter the Ikebukuro Tunnel.

There is a Fiend battle on Ikebukuro Highway (Fiend Hell Bikerp223). You can opt to run before the battle. Win to get the Candelabrum of Dignity.

Ikebukuro

Labyrinth of Amala Entrance

Warp Zone

Labyrinth of Amala First Kalpa

Warp Zor

Labyrinth of Amala Second Kalaz

Place the Candelabrum of Dignity and the Candelabrum of Infinity on the Pedestals, and the door into the Second Kalpa will open. The Warp Zone linking the Second Kalpa and the entrance will also open.

In the northeast room of B2F there is a Wilder Nue with healing skills for sale (30000 \hbar).

In the cursed area of B3F (Where your HP are halved with each step), if you make it to B4F there is an NPC demon (Yoma Efreet). Talk to him at this point to get 250,000ħ.

Get the Moon Key from a Cache Cube in a small room on B4F.

Lahyrinth of Amala First Kalm

On BIF, enter the West Vault and use the Moon Key to get the Black Visor. Afterwards, you can fight the bosses in the Burial Chambers.

Labyrinth of Amala Second Kalpa

On B2F,go to B3F past the door locked by the Moon Key. Proceed down the hidden hallway, and you can get to Burial Chamber 3. The tombstones are of Night Kaiwan and Fallen Ose. You can fight them if you have the Black Visor.

On the north side of B3F,Burial Chamber 4 is locked by the Moon Key. The tombstones are of Snake Mizuchi and the Moirae sisters (Femme Clotho, Femme Lachesis, Femme Atropos). You can fight them if you have the Black Visor.

Go to B4F past the door locked by the Moon Key on B2F. Examine the Peephole to learn more about Hikawa. You can hear this explanation whenever you want (it works at the peepholes on any Kalpa). Afterwards, the door that leads down into the Third Kalpa opens.

Warp Zone

Labyrinth of Amola
Third Kales

Before the pedestals on 1F, meet the Four Horsemen of the Apocalypse. At this point you cannot go further into the Kalpa. However, going here and seeing this event allows you to fight Fiend Red Rider, Fiend Black Rider, Fiend White Rider, and Fiend Pale Rider later.

Ikebukuro

Mantra's Headquarters

Ikebukuro-Kabukicho Area

Kabukida Prisa

There is a battle on 1F in front of the Strange Wall (Snake Nagap201). You get the Umugi Stone afterwards.

On 4F in the Mirage, examine the cell and you'll meet the Digging Manikin. He asks you to find a new spoon.

On 2F in the Mirage, examine the cell, and you'll meet the Collector Manikin. He gives you the Spoon.

Give the Spoon to the digging Manikin on 4F in the mirage, and he opens a hole in the floor.

Go to a new area on 3F via the hole on 4F that the Manikin dug.

On 5F in the Mirage there is a boss battle (Snake Mizuchip201). Defeat Mizuchi to get the Magatama Miasma. The Mirage will disappear and you can no longer travel using the Umugi Stone.

In the room beyond Mizuchi's, meet Futomimi.

Meet Isamu in the adjoining room with the broken terminal. During the conversation you will be asked a Reason question.

After meeting Isamu and leaving Mizuchi's room, there is an event with Futomimi. After this, you can enter the Ikebukuro Tunnel in the Ikebukuro-Kabukicho Area. However you cannot get to Asakusa yet. In addition the junk on Kabukicho prison is cleared away so that you can get from IF to 5F via the normal stairwells at the northeast and northwest of each floor.

Ginza

There is an event with Hijiri at the Terminal. Afterwards, you can enter the town of Asakusa.

Ikebukuro

Mantra's Headquarters

Ikebukuro-Kabukicho Area

Ikebukuro Turne

Enter the Tunnel from East Ikebukuro Station. You can pass through without fighting the 4 Oni.

In a small room on B4F, there is a boss battle when you talk to the Oni therein (Brute Kin-Kip202). You can avoid the battle depending on how you respond.

In a small room on B4F, there is a boss battle when you talk to the Oni therein (Brute Sui-Kip202). You can avoid the battle depending on how you respond.

In a small room on B2F (Kuramae Station), there is a boss battle when you talk to the Oni therein (Brute Fuu-Kip203). You can avoid the battle, but it will cost money to do so.

If you nave defeated Kin-Ki,Sui-Ki, and Fuu-Ki, you can enter the cave on B2F (Kuramae Station). There is a poss pattle inside (Brute Ongyo-Kip203). After the battle you can get the Magatama Murakumo in the room beyond.

Exit to the surface from Kuramae Station.

Asakusa-Yushima Area

*The only place you can go to is Asakusa.

Asakusa-Mifunashiro

The facilities available here are a Terminal, Junk Shop, Cathedral of Shadows, and a Fountain of Life. You can buy the Magatama Nirvana and Gehenna in the Junk Shop.

If you have seen the event in the Third Kalpa with the four Horsemen, then there is a Fiend Battle in front of the Terminal when you enter Asakusa. (Fiend White Riderp224). Even if you avoid the fight, White Rider will chase you to the Shibuya, Ginza, and Ikebukuro terminals until you defeat him. Win the battle to get the Candelaorum of Compassion.

*The two events to the right

There is an event at the Terminal where you meet Hijiri again.

At the entrance of Mifunashiro, meet Futomimi again. You cannot proceed into Mifunashiro at this point.

On B2F of Underground Road 2, you can play a puzzle game with a Manikin child. Finish all 20 levels to get the Magatama Geis. Once completing the Amala Temple, you cannot play this game until completing Mifunashiro.

Meet Hijiri at the Terminal. The second entrance to the Assembly of Nihilo in the Ginza-Yurakucho area opens up.

Great Underpass of Ginza

If you have defeated Fiend White Rider, there is a Fiend Battle in front of the Terminal (Fiend Red Riderp225). After the battle, you get the Candelabrum of Insight.

Ginza

Ginza~ Yurakucho Area

You cannot use this stairway to get to Yurakucho Tunnel yet.

Assembly of Nihilo Second Entrance

Assembly of Nihilo Marunouchi Entrance

Marunouchi~ Chiyoda Area

You can only get into the Obelisk. You can go to Masakado's Grave, but can't get inside.

Obelisk

15F: Meet the 3 bosses (Moirge sisters: Clotho, Lachesis, Atropos)

30F, 52F, 77F: Kagutsuchi Phase Puzzles. See p139-142 for solutions.

77F: There is a Cathedral of Shadows and a S-Terminal here.

99F. You can take a lift down to 85F, where you can solve a Kagutsuchi Phase Puzzle (see p142) and go further down to B2F and get a rare item, the Spyglass.

128F: Fight several battles while solving a Kagutsuchi Phase Puzzle (Femme Clotho, Femme Lachesis, and Femme Atropos (p204). Defeat them all and solve the puzzle to continue (see p144).

142F: Fight all 3 Moirae Sisters (Strategiesp205). Win the fight and get the Magatama Djed. Afterwards, you can go to the top of the tower.

Top Floor: Meet Yuko Takao again. Your stock increases by 2. Afterwards,the Asakusa Tunnels will be open to you.

Shibuya

At a Full Kagutsuchi, behind a door in the Plaza (hidden by a building) you can fight a boss battle (Tyrant Marap 206). Win and you'll get the Magatama Muspell.

Shinjuku Merica Conte If you've defeated Fiend Red Rider, you can fight a Fiend Battle in 2F, room B204 (Fiend Black Riderp226). Win and you get the Candelabrum of Wisdom.

Asakusa

In tunnel 3, from an NPC demon you can learn that Hikawa is in Ikebukuro.

Labyrinth of Amala Entrance

Labyrinth of Amala Second Kalpa

Labyrinth of Amala Third Kalpa

Place the Compassion, Insight, and Wisdom Candelabrums to open the door to the Third Kalpa. In addition, the Warp Zone between the Entrance and the Third Kalpa will open.

1F: Travel to B1F through Stat Check Doors. The minimums are 15 for St, 15 for Ma, and 10 for Lu.

Beyond the St Check area (St 15 minimum) is Burial Chamber 5. The tombstones are of Brute Kin-Ki, Brute Sui-Ki, and Brute Fuu-Ki. If you have the Black Visor and have defeated these bosses, you can fight them again here.

Labyrinth of Amala Third Kalpa

Beyond the St Check area (25 minimum) you can buy a Haunt Preta with powerful skills (150000t) from a Shady Broker. In addition, this room will not open unless your alignment is DARK

Beyond the Ma Check area (20 Minimum) you can buy a Vile Arahabaki with defense and barrier skills (70000ħ) from a Shady Broker. However, if your alignment is not LIGHT, you cannot open this door.

Beyond the Lu Check area (18 Minimum) is Burial Chamber 6. The tombstones are of Brute Ongyo-Ki, Tyrant Mara, and Night Black Frost. If you have the Black Visor and have defeated these bosses, you can fight them again here.

B2F: You will meet Dante. Afterwards is the Dante Chase Event (see p184). Dante will ask you a question. If your answer is "No," hell temporarily leave and you can continue to explore. If you keep going onward, the Chase Event will begin.

Chase Event 1: While avoiding Dante, hit the two switches to open the door to the stairs, and proceed to B3F.

Chase Event 2: While avoiding Dante, hit the three switches to open the door to the stairs, and proceed to B4F.

B4F: At the end of the level before the staircase you will meet Dante, and fight him (Fiend Dantep227). After winning, you will get the Candelabrum of Knowledge.

B5F: Through the Peephole, you can learn about Aradia. In addition, you can hear this explanation as many times as you like (any Peephole works). Afterwards, the door down to the entrance of the 4th Kalpa will open.

Warp Zone

Labyrinth of Amala Fourth Kalpa.

You can go to the entrance chamber, but cannot get any further into the Kalpa.

Ikebukuro

Asakusa

At the entrance to the Mantra building, there is an event with Hikawa. He will explain the Shijima Reason. He'll ask a Reason question within the conversation. After this event, for a while you will not be able to get into Mantra's Headquarters.

At the terminal, there is an event with Hijiri. There is a Reason Question in the conversation. After this event, you can teleport into the Amala Network 2.

Start on B2F. Near the terminal on 1F, a fight (Foul Specterp206) takes place.

1F: There is an event with the Shadow Man. All four of its questions determine whether or not you tend toward Musubi.

1F: Meet Isamu. He explains the Musubi Reason. There is a Reason question within the conversation.

<u>Asakusa</u>

After teleporting to the Terminal, there is a conversation with Hijiri.

Mifunashi

After completing the Amala Network and seeing the event in Ikebukuro with Hikawa, there is an event in front of the door with Futomimi. Afterwards, Asakusa Tunnel 1 becomes accessible

Asakusa In Tunnel 1, the Junk-Collector Manikin's Junk Shop opens. There you can buy the Magatama Kamurogi, Vimana, and Sophia. If you've already defeated Fiend Black Rider, in Tunnel 1 you will get attacked by a Fiend (Fiend Pale Riderp228). After the battle, you get the Candelabrum of Majesty. Exit to the Field from the tunnel.

Asakusa 1 Yushima Area

If you exited from Tunnel 1, then Asakusa Tunnel opens. You can go to the Northern Temple, but can't get in yet.

Asakusa Tunnul

Enter through Yushima station, and exit to the surface via Gaien-Mae Station.

Shinjuku Shibuya Area

After exiting Gaien-Mae Station, you can enter Yoyogi Park through the East entrance. Inside the park, you can open up the west entrance to get to Shibuya or Shinjuku.

Yoyodi Pan

In the East side of the park, Yuko Takao will ask you to get the Yahirono Himorogi. There is a Reason question in the dialogue. If you agree to help there will be no change in your Reason rating. After the event, you will get the key to Yoyogi park, regardless of what you answered.

Unlock the door into the park with the key.

In the under-construction area of the park, there is an event where Fairy Oberon and Titania try to stop you. After this, there are several other events within the park where they try to stop your progress.

In the southwest building of the park, you can unlock the West entrance to Yoyogi park. Afterwards, you can get into the park from either entrance.

At the communications tower, you will fight multiple bosses (Vile Girimehkala, Corpus Sakahagip207). After the battle, you will get the Yahirono Himorogi.

Returning to the east side of the park, there is an event where you give Yuko the Yahirono Himorogi. During the conversation there is a Reason question, and two critical questions that determine which ending you get. After this event, the Mantra building reopens.

When going to the small building on the west side of the park, you will be attacked by a Fiend (the Harlotp229). Afterwards, you will get the Candelabrum of Beauty.

Mantra Building

60F: In Gozu-Tennoh's room, there is an event with Chiaki. Afterwards, Angels fill the Mantra building.

The Dominion below Combat Stage F will ask you a Reason question.

Kabukicho Prison

On the top floor, Black Frost appears and there is a boss fight (Night Black Frostp207). Afterwards, you get the Magatama Satan.

Third Kalpe

By the switches in B2F, Black Frost appears. When you talk to him he forcefully joins your party unless it is full. Afterwards, you can fuse Black Frost in the Cathedral of Shadows.

Asakusa

There is an event at the terminal with Hijiri. Afterwards, you can go to the Amala Network 3.

Amala Network 3

After teleporting into the Network, there is an event with Isamu.

On the way to the exit there is a boss battle (Foul Specter 3p208).

From the exit, you are teleported to the Sannou-Nagatacho Area.

Sannou~ Nagatacho Area

From where you teleported in from the Amala Network, you can only go to the Amala Temple.

Amala Temple

At the main corridor, there is an event with Isamu. He explains what you need to do in the temple.

*The following three d

After extinguishing the torch on 3F of the Black Temple and going to B1F, there is a boss fight (Tyrant Acielp208). After the fight, the Black Temple is cleared.

On 3F of the Red Temple there is a boss fight (Lady Skadip209). After the fight, the Red Temple is cleared.

On 3F of the White Temple there is a boss fight (Entity Albionp210). After the fight, you get the Magatama Adama, and the White temple is cleared.

2F: You can get the rare item Blessed Fan here

Enter the Core of the Amala Temple.

There is an event with Isamu in the Core. If the protagonist leans toward Musubi, Isamu will ask a question that will help determine what ending you'll get.

Mifunashiro

On the 2nd Tier you can get a Medicine from the dying Manikin.

On the 3rd Tier, Power and Dominion will appear and ask you a Reason question.

Theres an event with Chiaki at the core of the 3rd Tier. If the hero is heavily inclined towards Yosuga, shell ask you a Reason question that determine your ending. After the event, if you agreed with Chiaki, youll fight Futomimi (see p211); otherwise, youll fight 3 Seraphs (see p211). After this event, the Yurakucho Tunnel opens in the Ginza-Yurakucho Area.

Ginza

Ginza~Yurakucho Area

Yurakuche Tuana

B2F: There is a digging event with Shige. Give him one of your demons and the event begins (see p158). After the tunnel is finished, you get the Kimon Stone. You can either wait for the tunnel to finish or proceed further either is fine.

Asakusa

Asakusa~ Yushima Area

After getting the Kimon Stone, there is a boss fight when you go to the Northern Temple (Kishin Bishamonp 212). After the fight, you get the Magatama Gundari.

Yurakucho Tunna

There is a fiend battle at the entrance (fiend Trumpeter p230). Afterwards you will get the Candelabrum of Majesty.

At the Kasumigaseki Station platform, NPC demons Queen Mab and Eligor ask you Reason questions. After you complete the Diet Building, they disappear.

Labyrinth of Amala Entrance

Labyrinth of Amala 3rd Kalpa

Varp Zone 4

Labyrinth of Amala 4th Kalpa

After placing the Candelabrums of Knowledge, Majesty, Beauty, and Godliness, the 4th Kalpa will open. In addition, the Warp Zone between the 4th Kalpa and the Entrance will open.

1F: Beyond the Cursed area is Burial Chamber 7. The tombstones are of Foul Specter 3 and Corpus Sakahagi. With the Black Visor, you can fight them.

1F: There is a Shady Broker in the northeast room. He will sell you a Wilder Mothman with various attack skills of different elements (500001)

B1F: The Eternal 12 Meters is here. The destination changes with the phase of Kagutsuchi. The four destinations are the road to Hell, Hell's Maze, Hell's Vault, and Hell's Hall. Only Hell's Hall is necessary for the completion of the Labyrinth.

Labyrinth of Amala 4th Kalpa

Road to Hell

You can enter here from the Eternal 12 Meters during odd number/8 phases of

At the end of the hidden corridor is Burial Chamber 8. The tombstones are of Tyrant Aciel, Lady Skadi, and Entity Albion. If you have the Black Visor, you can

Labyrinth of Amala 4th Kalpa Hell's Maze

You can enter this area from the Eternal 12 Meters when Kagutsuchi's phase is at 2/8 or 6/8.

Towards the entrance, a Soul will give you information about the Afterlife Bell.

Ikebukuro

Ikebukuro~Kabukicho area

Zoshigava Comotory

From the person-shaped mark on the ground you can get the Afterlife Bell.

Labyrinth of Amelo 4th Kalpa - Hell's Maze

After getting the Afterlife Bell and talking to the Soul in the southeast room, Kishin Futomimi's fusion restrictions are released.

After getting the Afterlife Bell and talking to the Soul in the northwest room, Foul Sakahagi's fusion restrictions are released

Labyrinth of Amala Entrance, et al

After getting the Afterlife Bell you can look in any of the Peepholes and learn information about the Manikin. Like the other information you get in the Labyrinth, you can hear this again any time.

• Hell's Vault

You can enter this area from the Eternal 12 Meters when Kagutsuchi is at HALF or at ${\it FULL}$.

*The following events can be done in any order

To get through the door blocked by the old man, wait without touching the controller for 3 minutes before giving an answer when he asks you his question.

The hole in the small room is Warp Zone 7. It's a bonus hole, and its entrance and exit are the same. It is not connected anywhere else.

Labyrinth of Amala 4th Kalpa • Hell's Hall

You can enter this area from the Eternal 12 Meters when Kagutsuchi is NEW.

After getting through the Cursed Corridor to the Wicked King's Hall, there is a boss battle (Tyrant Beelzebubp231). Afterwards, the curses in the Labyrinth are lifted.

Labyrinih of Amela 2nd Kalpa

B4F: Talking to the Efreet at the end of the Cursed Area, he will give you information about Loki in Ginza.

Ginza

Talk to Loki in Nyx's Lounge and get information about the Star Key.

Asakusa

Go to the Collector Manikin's shop in Asakusa, and talk to him to get the Star Key.

Labyrinth of Amala 3rd Kalpa

B1F: Open the door with the Star Key and travel via Warp Zone 6 to the 4th Kalpa.

Warp Zone

Laberiath of Amala 4th Kalaa

After traveling through the Star Key-locked door on the 3rd Kalpa, hit the switch to open the way to the Peephole Room.

Go to the Peephole Room via the normal way through the 4th Kalpa. There you will learn through the Peephole about Hijiri. You can hear this information again any time.

The Peephole event continues and the old man in the wheelchair asks for your help. The door to the 5th Kalpa will remain closed until you agree.

Warp Zone

Labyrinth at Amala 5th Kalpi

Place the Candelabrum of Sovereignty on the dais to open the 5th Kalpa, as well as the Warp Zone between the 5th Kalpa and the entrance.

1F: In the small room, Dante will offer to join your party. You must have a free slot open in your stock in order to agree.

B2F: Here is Burial Chamber 9. The tombstones are of Deity Mithra and Kishin Thor. With the Black Visor, you can fight them again.

B4F: If you have the Pixie from the Shinjuku Medical Center (if you transformed her or used her as a fusion ingredient, it's fine so long as her "DNA" remains) you can open a special door, and the pixie will transform in an event.

B4F: If Seraph Metatron is in your party (you must kill Metatron on B5F first) you can open a special door. From there, on B5F, there is Burial Chamber 10 and a Shady Broker. The tombstones are of Tyrant Ahriman, Vile Noah, and Deity Baal Avatar. With the Black Visor you can fight them again. You can buy the only demon in the game with Pierce from the Shady Broker, Vile Girimehkala (2000001).

Labyrinth of Amala 5th Kalpa

B5F: There is a boss fight here (Seraph Metatronp232)

B6F: If you go to the deepest part of the Labyrinth here, there is an event with the old man in the Wheelchair. The skill Pierce is unlocked on your Marogareh Magatama, and afterwards you can no longer get information from the Peepholes.

Shinishy Modical Conter

B1F: You are teleported here automatically.

Yurakucho Tunnel

Sannou~ Nagatacho Area

The only place you can go from here is the Diet Building.

Diet Buildin

In the west door by the lobby, there is a boss fight (Tyrant Surtp213).

West wing 2F: Past the illusory paintings is a boss fight (Vile Madap213).

East Wing 1F: In the room with the 8 statues, if you can find the false one, there is a boss fight (Tyrant Motp213).

East Wing, 2F: In the Conference hall, Mithra judges you. No matter what you answer there is a boss fight (Deity Mithrap 214).

Central Tower 6F: There is an event with Hikawa and Yuko Takao. The question here affects what ending you will get. If you choose to stop Hikawa there is a boss fight (Vile Samaelp214). Whether or not you fight, you will get the Yahirono Himorogi afterwards.

Amala Temple

When placing the Yahirono Himorogi in the core, the Kagutsuchi Tower appears above the Obelisk in Marunouchi-Chiyoda area. Once you enter the Kagutsuchi Tower, all Peephole events in the Labyrinth of Amala stop. If you want to complete the Labyrinth of Amala, you should do it before you go to the Obelisk.

Assembly of Nihilo Marunouchi Entrance

Marunouchi Chiyoda area (After Kagutsuchi Tower appears)

Obelisk (rear door)

Enter the Obelisk from the hidden door on its north side.

B4F: Get the Rare Item Chakra Elixir.

Obelisk (Front)

Enter from 132F, and go to 150F.

150F: You can teleport to Kagutsuchi Tower by examining the pillar of light.

Kagutsuchi Tower 1 11605~23151 The protagonist's Reason is decided after hearing Kagutsuchi's voice.

Teleport to 160F. Depending on the protagonist's Reason, the door you can open on 167F varies (see p164)

223F: Meet Tyrant Ahriman. If the protagonist's Reason is Shijima, it ends in a conversation. Otherwise, there is a boss fight (Tyrant Ahrimanp215). Either way, you will get the Earthstone after the event.

Kagutsuchi Tower 1 (160F~231F)

If the protagonist's Reason is Shijima, then on 231F there is an event where Vile Samael will join the party (you can choose whether or not to let him in). If there is no room in your stock, he cannot join (you can still fuse him, though).

Kagutsuchi Tower 2 (285F~345F)

If the protagonist's Reason is Shijima, on 285F, you can learn from an NPC Archangel of his fight with Tyrant Ahriman. Once you see this event, you can fight Ahriman in the Burial Chamber in the 5th Kalpa of the Labyrinth of Amala.

329F: Meet Vile Noah. If the protagonist's Reason is Musubi, it only ends in conversation. Otherwise, there is a boss fight (Vile Noahp216). Either way, you will get the Netherstone after the event.

If the protagonist's Reason is Musubi, on 345F, you can learn from an NPC Power of his fight with Vile Noah. Once you see this event, you can fight Noah in the Burial Chamber in the 5th Kalpa of the Labyrinth of Amala.

Kagutsuchi Tower 3 (402F~566F)

A town built by Manikin is on 402F, featuring a Terminal, Junk Shop, Cathedral of Shadows, and Fountain of Life. You can buy the Magatama Kailash from the Junk Shop.

If you have all the Magatama and go to the Cathedral of Shadows, you will get the Lord's Sword.

Assembly of Nihilo Marunouchi Entrance

Marunouchi~Chiyoda Area

Masakado's Grave Bandou Shrine

With the Lord's Sword, you will be teleported to the Bandou Shrine at Masakado's Grave.

There is a boss fight at each of the pillars in the Bandou Shrine (Kishin Zouchou/Kishin Koumoku/ Kishin Jikoku/Kishin Bishamonp220~221). After winning all four, the pillars will retract and the shrine will

At the Shrine, there is an event where you meet Masakado. After answering his question, you can get the most powerful Magatama, Masakados.

Kagutsuchi Tower 3 (402F ~ 666F)

418F: There is event where you meet Thor, and a boss battle (Kishin Thorp217).

418F: You can get the Rare Item Soul-Return here. However, you cannot get there except by dropping down through the pits on 444F.

462F: You will meet Deity Baal Avatar here. No matter what your Reason, you must fight (Deity Baal Avatar, Hallel Flauros, Hallel Osep 218). After the battle you get the Heavenstone.

666F: After offering the Earthstone, Netherstone, and Heavenstone to the three altars, the lift to Kagutsuchi activates. Riding the lift, there is a boss battle (Light Kagutsuchip 219).

The ending will change based on the protagonists actions. If you met the appropriate requirements, then after you fight Kagutsuchi, you can enter the real last battle (Demon Lucifer, p233), and get the best ending.

The Last Humans On The Face of the Planet

Within the Vortex World, there a

Here, you'l learn more ab

of creating a new world

The Protagonist

A boy with the heart of a human, and the power of a demon

in overage lapy, attending high school in Tahyo, little is navir all time except that we lives in the moon of the ry with his family at a modest dether, and cell chans the rim seem like just another take in the araw. When make his name about his plans for the turns, he gets his overage boy is buildened by a heavy destiny. As a face, the uncertainty of thing, through the sudden, inscredented calcurousle of the Conception, a ysterious bland boy plants a Magatama inside his body assignment at into the off a Demon Then in the Varies forted the wamb where the world and its torure, to begins wandering.

is nothingness, whether you call it purity or empliness, ex him the trievalum to choose his ayon fara: to begin own world, to lend his strength to others ideals to abrace his niner Demon, or to simply run away from it and do nothing These chaices are all yours to make



Isamu Nitta

"Very soon, the Musubi world will come, the world of newfound happiness, where no one interferes with each other..."

One of the protagonists classmates from it is a young man who desent think much about the tuture. Unlike the prosugurus this is because from its most reversed in etroying himself right have in the present. Although he has a cruen on his teacher, tukn Takab, and sees himself as the hards avail for Tukos converns, Isamu puts on a cool from when she asks about him Isamus a trivictous and sellish character, who seems to have even rever deals than the protagonist. He ruly lives for the moment.

When Isamu was caught up in the Conception, he became one of the few humans who would affect the recreation of the world. However, his Reason for supporting cranton is the ideal has secretary for Musubi, a world where initially is everything. In Isamus perfect world, no one bathers him, and vice versa.

Before land Isanu bines about the revival of Neatr at Amaia Temple, and receives the right to the power of creation. The problem is has Isanu doesn aspect to be gware of the inherent contradictions in his ideals the advances of world where the network doesn rather that at the same time, Isanual is constantly depending an afficial people. He receives his power by bending to the will at the example to get thought done he tollows this plans and the releasion the powers of gods much another world.

This has always been the story of learnus life has been spouled by other peoples knowns and urings at any chance he sees to have some ton.

Chiaki Hayasaka

"The weak are confused and unorganized, because they cant do anything themselves."

A classmate and childhood friend of the main character. Chief was own and rused in a prominent household. At the some at the game, shes boundary and demanding, as shes used to getting her own way. She too gets caught up in the Conception and in the entiting chaos is torred into a world where only the strongest can survive.

When Chair reunites, with the procupations in Shibuya, shes trying to stand up for herself, and seems genuinely sympometric blavever, this is only because of his pride forced into a situation where she helders. Chair trially realizes her own powerlessness, and begins to despair.

In the emd, no one can consul their life as that authors as Check thought she could. If shed realized this before the Conception, she minitive became a stronger person, but by the time she can be to this conclusion, she already acquired a power of her own.

The result is her Rettson, the philosophy of Yasuna To Chakt, mant always makes right, and the pursuit of her own philosophy slowly techns to make her cruel and judgemental. When power meets almon it doesn't take lang before the powerful start that and they're wormy of acciding who lives and who dies. Chake ideal world is one where she cannot be hur, and where she can solely pass judgement on others.

Hikawa

"As if guided by God,
I am creating it.
My new world.
My silent kingdom."

To most people, Hisawa, is the chief technical afficer of the gunt Cybers Communication corporation in truth has the reader of the Gaea cult, a religious organization that searther for a fruit which transcends the earthings of all other religions. The Communication and he destruction at the world were brought about by Hikawas mad desire for purity.

As the leader of the cult Hikawa translated the prophecies of the Schatter of Miroku, and realized at the existence of the sharpe would, a belief that was considered nevery even among the members of the Gaed cult. Eventually tilkawa used these prophecies to borne about the creation of the Vortex World which transformed the play world into a new one that could be sharped according to his withins.

After the Conception, many demans thought that the people responsible were the ancere Assembly of Milito, and the secretive Yahirono Himorogi. No one suspected that Hikawa was in blame.

This is a keeping with Hitawas Rossan Shimma. He quertly accomplishes what needs to be dame, and moves calmly and rationally towards the creation of his perfect water, a world of perfect water. There, there will be no flaws, and no chaps, it will exist only to go through its motions, forever.

Filipmas perfect would forms a son of sad antifiests to the alld world where according to the myth of Finducis Eax both hope and pain were born in the same moment.



Yuko Takao



"I am responsible for the beginning of a new world."

Yuko tought at the school that the protogonist Isomu, and Christi all anomalest Tine was strict but kind and popular with the students but deep inside, she was consumed by despair.

She wanted livedom, but not for selfable ar arranging reasons. She was ed to be free to preserve a largher murality as she could do what other acosts asked at her and self by to aim higher, to rise above perty concerns.

In really, Yuko aidn't even taok at the world around her. It wouldve been enough it stred just looked at her students but it was affect to one han school to their to make henacely chance the tree and pade of the young seepe she aught. The the paired to me future.

Then Yuka met Hikawa, and got caunht up in his retigion. At first she enjoyed how much power being the Marien gave her but after she experienced the Convention she realized list how different the and Hikawa really are.

She left Hilkinwa, and wanders the Vostex World searching for her own Revisor and her own gods. The mare she traves the further she seems to get from what she believes. Other travelers in the Vortex World can rely on her philosophies to help them make decisions, even when trave philosophies are shown to be flowed. All Tuka has to keep her praint is a sense of vesionalishing as sheep one of the people who destroyed the previous world.

Jyoji Hijiri

"I know everything, because everything is in my hands."

Hillin writes exclusively for the occult menazine ayashi. Me was once in exchange student in America, and relies upon the experiences he had there to help intorm his writing. While doing some research on the Green culti, Hilling learned about the Sociature of Mickly and Hilhawas plans for the Conseption. He wanted to inwing Hilling to learn the truth about the cults plans, but in doing so, got cought up in the Conception.

Even the end of the world doesn't keep Himmon dana what he set out to do. He continues to out out that was, but not out of impressionations or a sense at responsibility. Instead Him is simply, consus the wasn't or impressionally out to stop Hikmon't he just wanted to know what Hikmon was doing, and maybe watch the fireworks.

Tenaciously, thin analyzed. Amalas coraling thum, and learned all he could about the Vorrex World and the Amala Space Station. Him could find his own acreer, and his own Essan but he doesn't seem a realize that the could probably meet the qualifications just by revening some at what her teamed.

Instead all Hirr does is loan. This misake will be one of the factors that decides his desirny.



The Child & Old Woman

"My goodness, have the demons opened the road to Kagutsuchi?"



The protagonal meets these mysterious characters by chance in the Shmulu Medical Center before the Conception Immediately after the end of the world, the bland shild plants a Magarama in the semiconscious protagonists body in way him the powers of a Deman The child clearly can human but his true identity will remain a secret until the end of the game.

To the casual abusines, the child and the old warran this baby sites? a and matter? I might seem the transiers, where trying to complicate matters in the race tomards the creation of a new world. The alla woman doesn't seen to like the protogonist very much at all but sometimes, is almost as thought shes working the pustagonist with a certain kindness. After all he did not his provers from the boy and the protogonist is riving to bring about the birth of a new world.

In the end, is the boy on enemy, or an ally, to the prividgenia, or to the world?

Old Man & Lady in Black

"If theres anything you want to know, I will tell you."





The OW Man and Lady in Black seem to work against the desains of the OW Warran and the Orld Bath the man and the boy let the women specific them, and are similar in many ways. The lady in black is different train the old warran thought shes very land to the protogonist, in a way that reminds him at Yuka.

The Old Main is the master of a place that sits outside the Voiter World. The Labrint of Arrala the commissions the gratigorist to recover the ten Concelhariums. The socied concellarialities that the maintained the Labrinto of Arrala. At hirst the protogonal is lold that the Fenal stolle the Concelariums

but hell eventually learn atherwise

One things for certain Only a Fiend who had all the Candalabrums bould and would pavel to the despest per of the Labyrinth at Amala Samebine who was working towards the creation of a new world wouldn't bother with such a minor detail.

It the protogonist does so onlyway, and pursues the truth hidden at the depths of the Labyrinth of Amala he may beam the real muth about the Vertex World; that it cost him whois left of his humanity.



This is just a means towards an end, though. After demans lated his matter when he was very young, Dante has sworn to hunt the demonic forces that hade in the mohi.

Dante entered the Vortex World because of his second job. One day, Dante was hard by un Old Man in a wheelchar to recurre his stellen Condelabriums and to hunt down the fiends who sicke them. Earlier was the field when was telling him the entire truth, but the maney was good and thed get to hunt down some demons, so he went to Tokyo While he was there he was cought up in the Conception, and survived because of his half-deman hermage.



Going to see the king of hell? Bring him the head of one of his lieutenants."

Dante's Origins

Dante is the protagonist from the Capcom action games Devil May Cry (below as DMC) and Devil May Cry 2 (below as DMC2). His appearance here is the result of a collaboration between Atlus and Capcom. The skills he uses in Nocturne have almost the same names and effects as they do in DMC. Furthermore, Dantes debut scene and actions will be entertainingly familiar to anyone whos played the DMC games.

Skills

E & I - The abbreviation for Dantes beloved pistols from DMC and DMC2, Ebony & Ivory. Originally, you could fire as often as you wanted, but here, using E&I consumes MP: its possible to run out of bullets.

Rebellion - Used by Dante in DMC2, it is a huge sword that behaves true to its name. It performed fantastic attacks even in the original, and was a major part of Dantes charm.

Bullet Time - In DMC2, this was a technique that let you attack two enemies on opposite sides of you at the same time. In Nocturne, it lets Dante plow through enemies surrounding him.

Round Trip - A technique used by channeling lightning into his sword and spinning forcefully. It was used in both DMC and DMC2 (though there were differences in how it was used in DMC2). This technique, which gives Rebellion the [electroheart] lightning elemental property in DMC2 by fixing a stone into it, is gained with a Magatama in Nocturne.

Stinger - A fierce striking technique that appeared in both DMC and DMC2. It was a powerful technique even in the original, but in *Nocturne* it is possible to make it deal instant death.

Showtime - [Doesn't appear in the original {DMC2}], these are the messages that appear to congratulate the player when performing a long chain of attacks against enemies with no breaks in the middle. Players who werent able to see the "Showtime!" message themselves may get a taste of that exhibitantion in Nocturne.

Provoke - Originally, there was a skill with a similar name in Nocturne, but Dante had it in DMC as well. It has the effect of recovering Dantes Devil Trigger Gauge (what he must amass in order to use his finishing technique), and the remainder will go towards MP-regenerating skills.

Holy Star - An antidote item in the original (DMC2).

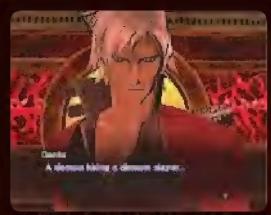
Whirlwind, Never Yield, Son's Oath - Skills usable in Nacturne which were not in the original Japanese release.

Event Direction

Dante's Debut: The outstanding debut scene that occurs when dropping to the 60th floor of the Mantra Headquarters is patterned after DMC2. Dante drops from the spire of the tower of the old castle, and the direction in *Nacturne* is just the same. This is a scene for original fans to applicate and cheer.



Like in an action game, Dante will pursue the protagonist through the third Kalpa. This scene is also faithful to the DMC games, as when Dante starts firing at you, he has to slow down.



In the fifth Kalpa, Dante will after to join you, and will propose a coin toss to determine what his fee will be. This is almost the same as a sequence from DMC2. Dante wont necessarily work for nothing, but go through with the coin toss, and eventually, hell agree to work with you for free. When he does this, the coin will come up heads. If you played DMC, you may know the truth about Dantes coin.

[Devil May Cry] 10/18/2001

[Devil May Cry (Greatest Hits)]: 9/6/2002

[Devil May Cry 2] 1/29/2003

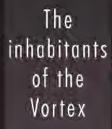
[Devil May Cry 2 (Greatest Hits)]. 1/1/2004

Demons

The general term "demons" applies to those beings who inhabited the Demon Warld and God World, realms that existed parallel to the real world before the Conception. Many demons are recognizable as the gods of various human religions. Originally, they could only appear before humans by means of a technique called summoning, but during the chaos of the Conception, the real world and demon worlds were united into the Vortex World. Just like the former humans, demons were given a physical form.

Unlike humans, demans real bodies are composed of spiritual energy, rather than a physical form. They absorb Magatsuchi by feeding on souls and using the Manikins as cattle.

Gozu-Tennoh, in Mantras Headquarters, has become the leader of the demons despite his differences from them, by maintaining a large store of Magatsuchi. These can be found in humans, and in images that humans have deified.





Manikins

In contrast to Souls, who were born from the spiritual energy of the dead, Manikins are dalls created in the Vortex World, from materials such as the mud from the river in Asakusas sewers. They were born in the image of humans, so they have at their core, a strong set of human emotions.

Particularly strong feelings held by people in the pre-Conception world have taken on a life of their own as Manikins in the Vortex. World. Even some of the protagonists emotions have taken or physical form.

In the fifth Kalpa, as you look for the Afterlife Bell, you can learn more about Manikins and the emotions that create them. This, in turn, will tell you more about the roots of Futomimi and Sakahagi. Of course, you want be able to learn the secrets behind each individual Manikins creations.

It kind of makes you wonder, though. Garakuta collects Manikins, and several can be found in Junk Shaps. Back in the real world, what were they, and who did they belong to?



Souls

They look like ghosts, but theyre not what youd think they are. Souls are the consciousnesses of the humans who died in the Conception, but they have almost no memories from their previous lives.

More traditional ghosts remember their human existence, and cling to their memories of it. Souls, by comparison, are pure spiritual energy, extracted from humans by the Conception.

Souls and Manikins share a sort of symbiotic existence. A Soul may be a dead humans spirit, but a Manikin embodies that humans memories.





Fiends

Unique demons who work for the old man in the wheelchair, the Fiends take the form of monsters. Most demons just want to survive, and only kill to gather energy and defend themselves, but the Fiends are different. All they live for is to kill.

Matador: Once, he was an honorable bullfighter, but his constant search for fame corrupted him. He remains a proud and confident fighter.

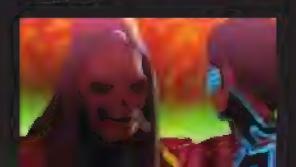
Hell Biker: A crowd of nameless and vengeful spirits have became a single entity, which exists only for slaughter and mayhem. When the Hell Biker passes through town, he want spare so much as a blade of grass.

Daisoujou: After a thousand years of meditation, a religious fanalic was transformed into a Fiend. He tries to save everyone he sees by granting them the ultimate salvation; death.

The Four Horsemen: As forefold in the Book of Revelations, these are the four riders who will appear at the end of the world. The White Rider governs Pestilence, the Red Rider War, the Black Rider Famine, and the Pale Rider Death. They are the most feared of all the Fiends, and appear to be helping the old man with his plans.

The Harlot: In the Book of Revelations, she is called the Whore of Babylon, a goddess who appears riding a scarlet beast with seven heads and ten horns. In her right hand, she holds a chalice of blood. Its believed that the Harlot takes pleasure in death, and has no connection to the old man. She simply kills for the

Trumpeter: He is the angel of death, whose harn signals the end of the world. He is a servant of God, but for now, he serves the old man. He is single-mindedly devoted to his duty.



There are many other creatures in the Vortex World besides the surviving humans Here, we'll explain a bil about them



Many creatures that could be called "gods" will make their presence known throughout the game, either directly or indirectly. These include the entities that grant power to those whore searching for their Reason, such as Ahriman, Noah, Baal Avatar,

Although they enjoy a somewhat loftier existence, gods are fundamentally the same as the demons youll meet. In the end, they only have the power to create one world, which makes them different from the Lord God, the creator of all things.

Aradia,a god born from peoples desires, still has a few questions about his own power. Of course, now that the Amala Universe has been created, there is a real creator. Whether he can assume that role or not is up to the player.

It has only been recently relatively speaking, that RPGs have gotten to be a popular genre of console games in America. During the 16-bit era, though, they were considered a niche genre something that only a small group of hardcore fans cared about. This was not sin Japan, where RPGs have always been one of the most popular genres regardless of platform. This was often a source of frustration to American players, as it lead to the release of many RPGs that drew rave reviews, but were never translated because publishers assumed that RPGs wouldn't sell on this side of the Pacific.



Shin Megami Tensei's title screen is sombre and creepy even on the Super Famicom.

The original Shin Megami Tensei was the third in the Megami Tensei (or "MegaTen") series, and first appeared on the Super Famicom in 1992. The game revalves around the nameless protagonists attempts to defend his native Tokyo from an invasion of demons that threatens to turn the city into the new staging ground for the endless struggle between the forces of Law and Chaos. The demons come in a wide variety of forms based on world religious mythology, each family with its own racial alignment. The player will also develop a Lawful, Chaotic, or Neutral alignment over the course of the game, depending on the actions he takes in the course of gameplay.

Thanks to a computer program e-mailed to him by a



Steven appears in both games to give the protagonist a program that lets him communicate with demons. Not Stephen Hawking... just "Steven."

mysterious ally, the protagonist is able to communicate with the demons who are roaming the streets and buildings of Tokyo. Depending on what you say, the demons may decide to fight you, to run away from you, to give you gifts, demand bribes, or offer to join your party and became your ally. Which demons you battle and ally with will influence your alignment, which will in turn influence how other demons react to you in the future. Demons whose alignment opposes yours will never ally with you but can still be obtained by fusing other demon allies tagether. Alignment in SMT can also influence other gameplay factors, such as what items you can equip and which bosses you fight. This open, flexible style is the core of SMTs appeal, giving the game immense replay value. Acquiring different alignments will result in entirely different endings for the game, all of them equally valid.

Shin Megami Tensei II is a direct sequel to the original SMT. It presumes a world where the original games protagonist ...many RPGs
that drew rave
reviews were
never translated
because
publishers
assumed that
RPGs wouldn't
sell on this side
of the Pacific

took a Neutral alignment and ultimately founded a utopian society whose citizens were free to follow whatever beliefs they chose. This peace lasted for about forty years before a Lawful sect called the Messians usurped power and went to war against the Chaos-loving Gaeans. In short order, the world was reduced to a barely-habitable post-apocalyptic nightmare. The new protagonist is from one of the few habitable areas left in Japan, a place called Valhalia that is part of a larger Messian-controlled community called Takya Millennium. When we meet him hes a struggling gladiator hicknamed Hawk whas suffering from annesia, and not surprisingly, much of the early games storyline is about the slow revelation of Hawks true memories and identity. However, Hawks identity is only one small piece of SM12s much larger overall plot.

Hawk is very similar to SMTs protagonist, and he evenreceives the ability to speak with and summon demans in much the same way. The alignment system functions basically the same way as SMTs, but alignment will cause more dramatic variations in the



A disturbingly surreal dream sequence introduces the protagonist to his allies in SMT.

storyline and have a much deeper effect on gameplay. The combat system is also expanded to include a wider variety of demons and the ability to fuse both demons and weapons together. All this plus a more forgiving level of difficulty make SMI2 even more completely absorbing than SMI.

Beginning in 2001, Atlus began releasing console versions of the two original Shin Megami Tensei games for the PlayStation with graphics that were dramatically improved but still true to the series 16-bit roots. SMT received upgrades to its overworld map and menu interface that made it look essentially identical to SMT2. The remakes also introduced a "normal" mode that substantially reduced the difficulty of both games, while the "expert" mode allowed players to experience the game at its original difficulty levels. The PlayStations 3D rendering ability was tapped to add special FMV cinemas, as well as an effect that made the still-featureless walls scrall by more smoothly as the protagonist moved. 2003s GBA remakes featured graphics absolutely identical to those of the PlayStation remakes, while eliminating "normal made," the FMVs, and the 3D wallscralling effect. In exchange, the GBA remakes gain a very useful new



The graphics in the PSOne remake are a big improvement over the original.



Options made that lets the player customize the autobattle Al.

The SNES version of Zain's creation and naming.



SMT's overworld map represents different parts of Tokyo in 16-bit form. The protagonist is the triangle.

message speed, and color display.

The final payoff of the wave of remakes was the long-awaited release of Shin Megami Tensei III:Nocturne in Japan, in 2003. SMT3 wowed audiences by not only taking advantage of the PlayStation 2 to create an even deeper and richer gameplay system than ever before, but also by staying true to the classic elements of SMTs storytelling. Everything from the anonymous protagonist to demon recruitment is present in Nocturne, along with the latest in advanced modern graphics. Although the original games of the SMT series may never see official domestic release, players who go through Nocturne can rest assured that theyre getting the authentic Shin Megami Tensei experience.



The SNES version of SMT's status screen.

The final payoff of the wave of remakes was the long-awaited release of Shin Megami Tensei III: Nocturne in 2003.

The Megami Tensei series

The original Digital Devil Monogatari: Megami Tensei was a 1987 RPG that appeared on the MSX, PC/88, and FM/77 personal computer platforms, as well as the Famicom. A sequel followed in 1990 on the Famicom, and then the two Shin Megami Tensei games debuted on the Super Famicom in 1992 and 1994



In magical thought, the six-pointed star or "Lock of Solomon" is sometimes associated with summoning and controlling demons. It appears in Shin Megami Tensei's title sequence.

(respectively). After SMT2s release, Atlus began to focus intensely on side stories and spin-offs of SMT that were all marketed as part of the Megami Tensei franchise, such as the very popular Shin Megami Tensei: If... and Shin Megami Tensei: Devil Summoner. As of this writing, there are over 50 games in the Megami Tensei line, with new releases like Shin Megami Tensei Devil Children: Messiah Risers and Digital Devil Saga: Avatar Tuner still on the way. The three major Shin Megami Tensei games are part of the MegaTen game family, but share an approach to storytelling and gameplay that sets them apart as a series.

What does Shin Megami Tensei mean?

Shin Megami Tensei (pronounced "shin MEH-gah-mee TENsay") is a Japanese phrase that translates as "True Goddess Metempsychosis." An unusual piece of philosophical jargon, "metempsychosis" refers specifically to the unending process of birth, death, and rebirth that is of central importance to the Buddhist religious tradition. Even deities are slaves to the cycle



Virtual Girl is your hostess and guide when you visit the Virtual Battler in SMT2.

of metempsychosis in Buddhist thought, and this belief features prominently in the plotlines of the various *Shin Megami Tensei* games. Who exactly the titular "goddess" is supposed to be is usually left up to the player. Each *SMT* game features a female character that the title could be referring to, or it could be taken as a reference to radical transformations that Japan itself experiences during the course of a game.

For this guide, we wanted to include an interview with Atlus, but we wanted to be sure we asked the all the right questions. While we've got good questions rattling around inside our brain cases that must be answered, we know that the best interview questions are those that are asked by the fans themselves. This means you.

We posted an invitation on several public message boards, for people to send their questions to us and be answered by Allus within this guide.

The following are questions as asked by the fans themselves and answered by Kazuyuki Yomai, Director and Kazuma Kaneko, Creative Director, of Atlus Japan, and Yu Namba of Atlus USA. We've included the screen names of the person asking the question in parenthesis before each question. Answers are in bold type.

(zippedpinhead) What made you decide to switch the graphical style of the series from a first-person style dungeon crawler RPG to a fully third person RPG?

This was to be able to present the change in the protagonist from a normal boy to a demon (his tattoos glow in the dark!). From the system perspective, since 3D polygons were used to create the backgrounds in this game, we wanted the player to witness the scale and scope of the environment.

Also, since there are many reports of people getting a car-sickness-like condition called "3D sickness" with FPSes in Japan, we thought that if we could give the players something to focus their attention on, it would fix this problem. -Yamai

(RedCoKid) Why did you choose a cel-shaded look for this game?

In a 3D-rendered world, people generally make a big deal out of rendering everything exactly as it would be in reality. Because of this, we sought our own method of original shading that would be different from all the others. (This type of thinking has permeated every entry in the Shin Megami Tensei series.) In addition, we wanted to find a shading system that would be capable of fully reproducing our Creative Director Kaneko's fantastic designs. -Yamai

(Gideon Zhi) Where did the inspiration for the almost-but-not-quite human Manekata characters come from?

In order to effectively represent the war between the Reasons that's going on in the Vortex World, we decided on the existence of the Manikins. In a country or in a company, power is a measure of numbers. A populous country can collect more taxes, and a company with a larger work force can undertake many projects. We wanted the Manikins to represent this overwhelming power in the Vortex World, to fuel the groups in power in the Vortex and to be able to press for the birth of a new world. The Manikins are born from the earth of the Vortex, so could be seen as something like the Vortex's cells. What form the organization of those cells would take should change with what Reason they're fighting for.

Since the Manikins are, as it were, the Vortex itself, they don't have individual goals, but as the Vortex is searching for its Reason, as parts of the Vortex, the Manikins must look for that Reason as well. Since they don't have personal goals, but serve as a strong basis for judgement, and since there are so many of them, they make for an effective intensification of the great war.

As for the Manikins' distinctive conceptualized motif, that comes from us, the way humans think and act. This is a bit vague, but they are based off of the people who're lost to the force of numbers.

For instance, someone who doesn't see movies much but goes to see one that's topical or popular, or buys christian God is portrayed as the prominent villain in the series. I was curious what influenced the Japanese team to make such a controversial choice...

a CD because it's sold a million copies, without any personal judgement on the matter, and feels that this is the way everyone should be, would be a good candidate for this kind of judgement. It's hard to tell exactly where to draw the line and it is likely that the vast majority of people have this inclination, but there are people among them who almost entirely base their judgement on this strength of numbers. The Manikins are a metaphor for these kinds of people. When you're thinking about buying a game not because it's a game you'll actually like, but because it is advertised a lot and everyone else is playing it, that is acting like a Manikin. Be careful.-Kaneko

(Gideon Zhi) What gave you the idea for the inverted Vortex World, and why did you choose this over other possible, more traditional world designs?

We chose this design because we didn't think any other game had used it, and because we thought that when presenting a strange world, you can't just make unusual structures within it to represent that, but you need to make the world itself unusual.

Now, as for the reason why we decided on the inverted Earth idea, there were a number of inspirations. It was like the galaxy-bubble creation formulated by the Gnostics in the earliest science, like the hollow earth theory and space colony construction of early science and sci-fi, and it was like observations on the shape of the universe based on quantum physics and the Hannya Shingyo (the Heart of the Wisdom Sutra, part of the Maha Prajña Paramita Sutra (Great Wisdom Sutra), which is one of the greatest Sutras in Buddhism. -ed.).

At a glance, these things have nothing to do with each other, but if you think a bit, they have a lot in common, so you may want to look into these if you're interested. Like the Manikins mentioned earlier, there are a lot of metaphors in the Vortex World. Incidentally, there is an energy conservation law in place concerning the contents of the Vortex, so for example if one Manikin dies (terminates), another is born (begins) without a moment's hesitation. Due to this construction, the Reason war is inevitable. In the same way a substance can change between solid, liquid, gas, and plasma, the Vortex is also trying to change its form, but the result may be that it knows only its Reason. The original plan was to make the Vortex like a battlefield for you to run around in. You could see into the distant horizon, and if you look up into the sky you can make out terrain features and houses way in the distance. We thought this would certainly be a dynamic spectacle, but it made the game respond poorly so we put that aside. I hope we'll be able to do it some day. -Kaneko

(Matthew Segura) Im a big fan of Kazuma Kanekos art. Being an artist myself,I would really like to know where he draws his inspiration from for the interesting designs he produces.

I have to say that it's a combination of many things. The few I thought of are as follows:

- Knowledge of mythology and the occult: This encompasses everything from folklore to urban legends.
- Scientific theory from all times and places: This
 encompasses ones I can't begin to comprehend,
 and even obviously ludicrous ones.
- The works of my predecessors: novels and comics, movies and music, and all the other great works that my predecessors have left behind.
- Trends and cultures from all times and places, including everything from fashion and games for adults to youth fads.
- My own ideas: I draw every day from my own personal experiences and feelings up until now.

This is what it looks like when divided into neat categories, but there are times when there is cooperation between the categories, and when I'm collecting information for these, if I find common themes and concepts and interesting ideas and motifs, I will put them into stock for later use. Then I can pull these ideas and themes out of stock when I need to create a story later. If I have to point it out concretely, when making a story, there are usually a few questions I draw from the 5 categories while I'm thinking, so to present a dynamic and cathartic story from these 5 categories, I'll search for ideas from I and 2. Then I'll search for works from category 3 with similar themes, to serve as a reference and so that mine doesn't resemble theirs. Then, to draw out a response from the players, I search category 4 for everyday motifs and metaphors.

I explain it like it's in stages but in reality I do this all at the same time. There are also times when I search category 1 for themes, and times when I search category 5 for motifs. The reason is I guess I just want to do things that no other games have done before. -Kaneko

(satsukun) Where did the idea for the Magatama come from?

In the earlier games, where you were a human who was fighting demons that appeared in the present day, there were always weapons you could equip. This time in this unusual world, with the protagonist himself living as a demon, we got a very different concept for his equipment. The Magatama system was born from this. This is at once far simpler and deeper than the equipment systems we previously employed, and gives an extra dimension to the play style, so we took a while to incorporate it into the system. -Yamai

(Yoshitsune) For Atlus of America...

Do you have plans to release any of the other games in the series besides Shin Megami Tensei: Nocturne and Digital Devil Saga: Avatar Tuner?

There's nothing planned at this point. -Yu

(Yoshitsune) And for Atlus of Japan...

The Shin Megami Tensei games are known for having lots of mythological references (which, unlike most other RPG series, are actually pretty accurate). What inspired you to use world mythology as such a major component of the series?

I've explained this in the earlier mentioned five categories of ideas, but this should go without saying given the time we live in. The world is overflowing with things that go without saying, but why do these things go without saying? This is the question I wanted to address in these games.

For instance, we know that Earth revolves around the sun and that people live on the Earth, but for what reason are these people born? Why does it have to be Earth? How far does the universe extend? What will the universe become? And you think you are who you are, but why was the person who you are born? What should you be doing? What will you become? There's no limit to the examples you can cite, and I think the questions you can ask are equally unlimited. The proper term for this is philosophy, but such a stiff presentation isn't suited to a game, and it can be painful to try to understand. That's why we decided on mythology. Mythology draws answers to these various philosophical questions dynamically and cathartically, and form the basis for many of our stories in present day. Also, from a presentday standpoint there are some mysterious common threads in world mythology, such as the flood myth, and inquiries into the advanced scientific knowledge of ancient cultures brings forward so many interesting themes. Of the motifs from these legends that get

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carried in the background nowadays, I think we sometimes use them as themes, and sometimes as metaphors, in order to try to present our various questions. -Kaneko

(darknobiyuki) This is a question for the Atlus of Japan staff. I have been a huge fan of your work for awhile and have amassed quite a lot of Japanese MegaTen games and other stuff. My question has to do more with the ideology behind the series. In Shin Megami Tensei II (and a few vague references in Nocturne), the Judeo-Christian God is portrayed as the prominent villain in the series. I was curious what influenced the Japanese team to make such a controversial choice in series villain. I think an explanation on this would be very beneficial, as I know it has been of the major sticking points in getting this game released on these shores.

Thanks to Kazuma as well for his terrific artwork, I am addicted to your style as it adds so much character and originality to the MegaTen universe. Thanks for the great games. I'm having a blast playing the Japanese Digital Devil Sagal I cant wait for the US version!

Thank you for your love of Megami Tensei. This is a delicate question, but as mentioned in the last question there are many mysterious common motifs, like the flood legend, in mythology, so I like to investigate mythology from all around the world. For instance, the aforementioned flood legend, the creation process at the beginning of the universe, a hero going on a journey to overcome trials, and sights at the end of the world, etc etc.

It's almost like a shared memory of the events that happened in ancient times has remained to make people draw up the same motifs. One way of thinking is that there was one mythology in the ancient past, and then as the races moved and the continents drifted they customized it to the special geography and topography of where they lived until we got the unique region myths we know today. However, the basis is the same, so even though there are differences in these myths due to geography, topography, and culture, their motif and theme remain very similar. And when I thought about which mythology served as the basis, I concluded that it was the Old Testament. Which means YHWH, the god of the Old Testament, is the basis for all the gods around the world, from a folklorist's standpoint. Now, I would like you to know that in Megaten, YHWH is not portrayed as the embodiment of evil. -Kaneko

(Overlord Hei) What was your inspiration for creating this game?

In this game we wanted to show off different styles and Reasons for living: people who live to pursue strength; people who are strong; people who pursue them; people who first establish themselves in a group like this, but this is revealed to be different from the stance they will take when they are inside the group, and so on.

There are the type who will always take the initiative, the type who don't really understand but will always support those in power, the type that says that everyone should be individuals, and of course many other small type divisions, so we made Reasons for these representative types. We drew inspiration from large and small structures throughout the world, groups like schools and companies, and what we felt was happening there. Having said that, we didn't want it to be quite so formal, we wanted the player to be able to see various groups and circumstances like this as he took his journey through the strange world of the Vortex. We wanted it to be like a journey through hell, with images kind of like Dante's "Divine Comedy" and Coppola's Apocalypse Now.

(DJPubba) Thank you for taking the time to talk to fans of the game. It is clear that you put much thought into your answers and that is most appreciated.



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